A NEWSFIELD PUBLICATION
TX: 013 DECEMBER 1988
£1.25
DM 7.50
US $3.50
CAN $3.95

the GAMES machine

COMPUTER & ELECTRONIC ENTERTAINMENT



WATCH OUT SOLDIER!
KILL!



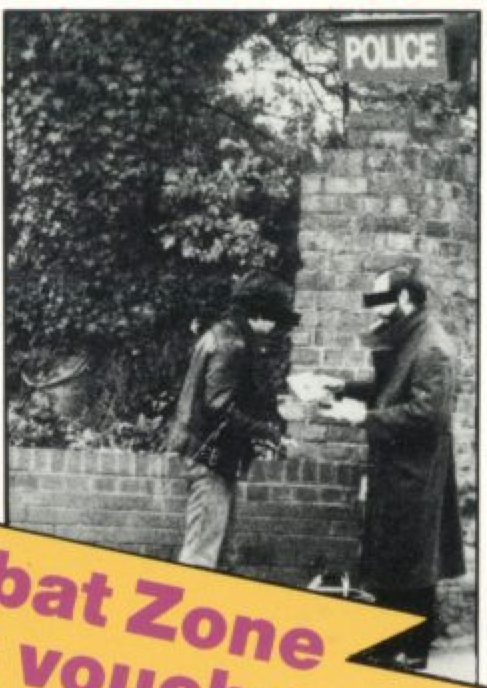
KILL!



KILL!

BLOODY MAYHEM
in P.O.W, VETERAN, OPERATION WOLF

PIRATES
TGM investigates



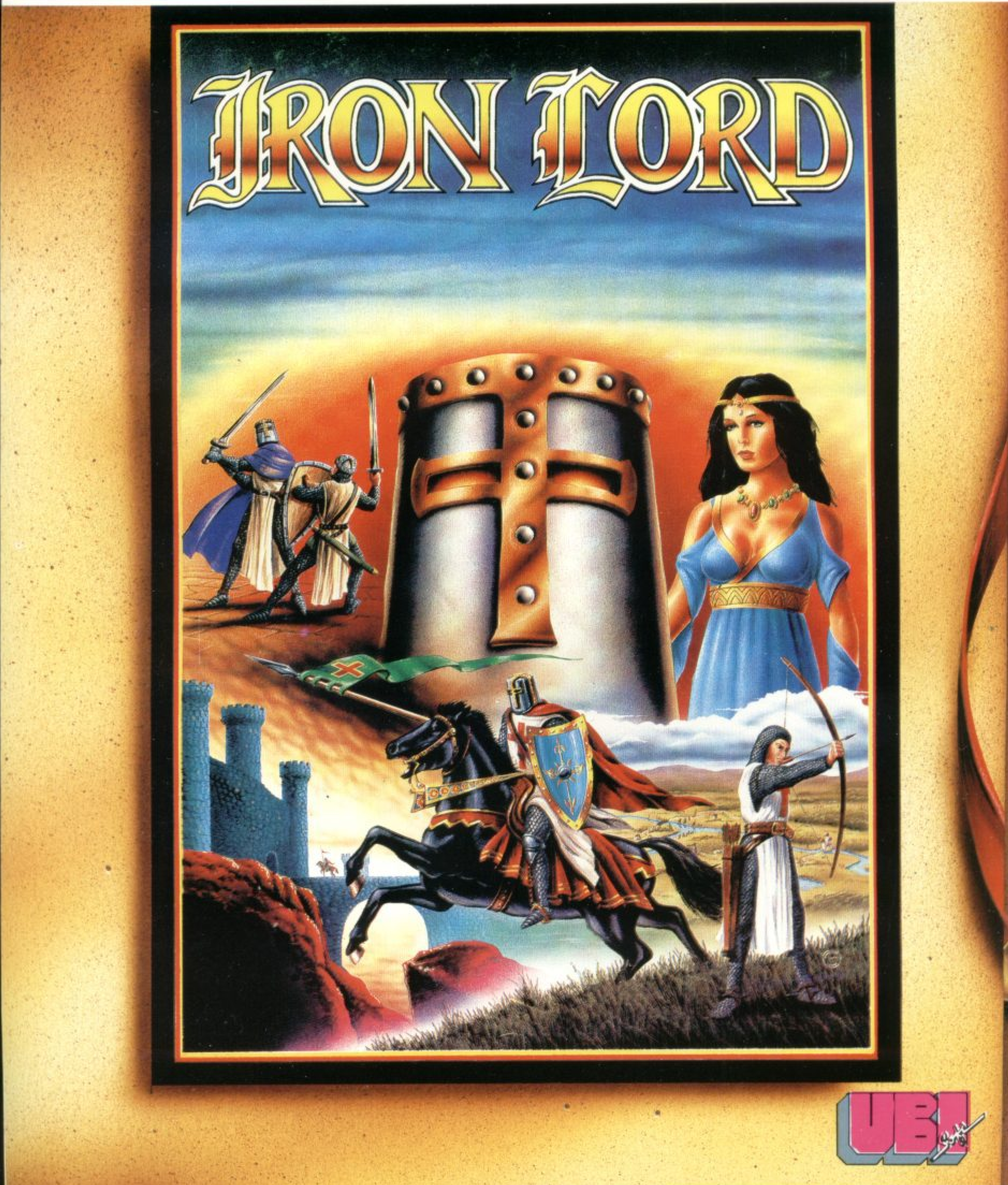
THE FRENCH CONNECTION
Exclusive Ere Informatique report from Paris

AVOIDING REALITY—
the Croucher way

MAGGIE'S RUBBER FANTASIES

WIN!
A Trip to Combat Zone
A £250 sports voucher
An Amiga 500

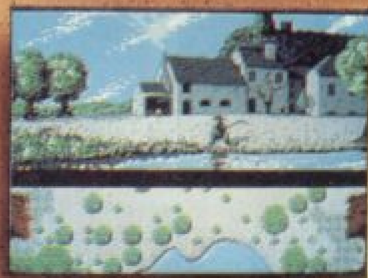
UBI SOFT presents



The Age of Chivalry



Screenshot on ST



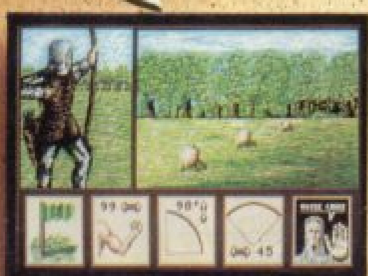
Screenshot on C 64



Screenshot on Amiga



Screenshot on ST



Screenshot on ST



Screenshot on ST

"The Crusader Of Justice."

For the past 5 years you have been away fighting in the Holy Land. When you finally return home, your father, The King, has been deposed by your brutal uncle, and terror and oppression now rule this once serene Kingdom.

You must recover the throne.

However, deceit and treachery are everywhere and you must prove your birthright through guile and trials of combat in archery, arm-wrestling and sword-play...

This is a magnificent adventure set in a medieval world, where your strategy is as important as your strength.

Available on C 64, Amiga, ST, PC, Amstrad

Distributed in UK by

ELECTRONIC ARTS, 11-49 STATION ROAD, LANGLEY, BERKS SL3 8YN.
TEL.: SLOUGH (0753) 46465, DEALERS PLEASE CALL (0753) 40906.

UBI Soft

The Games machine

THIS ISSUE . . .

REGULARS

PIRATES

PAGE 95

The shady world of the backstreet boys comes under TGM's moralistic, ever-watchful eye. It's criminal what they get away with.



PURPLE SATURN DAY

PAGE 13

TGM goes over the water again, this time to visit French development house Ere Informatique. 16-bit wonders are on show, including the curiously titled *Billiard Simulator 1*



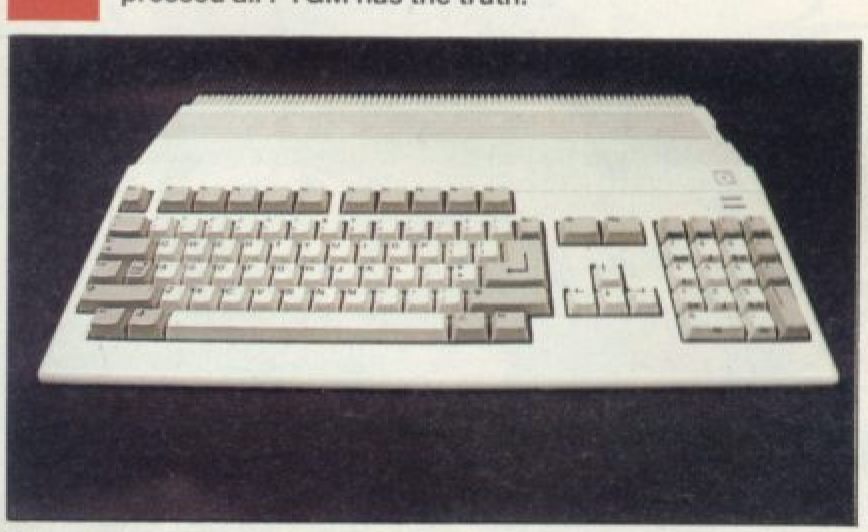
THE FUTURE IN YOUR HANDS

- ON DECEMBER 15TH 1988 THE FUTURE WILL ARRIVE
- TGM 014 – WATCH OUT FOR THE NEW LOGO

January's TGM is bigger and better than ever before. A new year, a bigger and better magazine. Inside you'll find all the TGM regulars PLUS, by popular demand, the long-awaited TGM game awards. But that's not all. You'll find charts, controversy, tips, games and yet more games. When we say the future is in your hands, we mean it. Turn to the back page right now and find out just what's in store for you from December 15

■ TGM 014 ■ DECEMBER 15 ■ NEW LOGO ■ FUTURE ENTERTAINMENT

FEATURES



WIN!

£250 TO SPEND IN YOUR LOCAL SPORTS SHOP
Elite dish out the goodies.
See page 114

COPIES OF DARK FUTURE
Games Workshop provide the prizes.
See page 127

BOMBUZAL
Grab copies of the game and a deluxe goodies bag!
See page 130

WIN!

A TRIP TO COMBAT ZONE



Plus . . . Thunder Blade Tee shirts for runners up Courtesy of US Gold
See page 87

WIN!

YET ANOTHER AMIGA!

Courtesy of Loriciels, plus copies of the game *Albido.*
See page 109

EDITORIAL AND HEAD OFFICE *47 Gravel Hill, Ludlow, Shropshire SY8 1QS* ☎ (0584) 5851/2/3 **Editor:** Jon Rose **Reviews Editor:** Nik Wild **Features Editor:** Barnaby Page **Staff Writers:** Robin Hogg, Warren Lapworth, Robin Candy **Editorial Assistants:** Viv Vickress, Caroline Blake **Researcher:** David Peters **Photography:** Cameron Pound, Michael Parkinson (Assistant) **Contributors:** Jon Bates, Mel Croucher, Robin Evans, John Woods, Stuart Wynne **PRODUCTION DEPARTMENT** *1/2 King Street, Ludlow, Shropshire SY8 1AQ* ☎ (0584) 5851/2/3 **Production Manager:** Jonathan Rignall **Art Director:** Mark Kendrick **Assistant:** Wayne Allen **Reprographics-Supervisor:** Matthew Uffindell **Production team:** Ian Chubb, Yvonne Priest, Melvin Fisher, Robert Millichamp, Robert Hamilton, Tim Morris, Jenny Reddard **ADVERTISING AND ADMINISTRATION DEPARTMENTS Editorial Director:** Roger Kean **Publisher:** Geoff Grimes **Group Advertisement Director:** Roger Bennett **Advertisement Manager:** Neil Dyson **Advertisement Sales Executives:** Andrew Smales, Sarah Chapman **Assistants:** Jackie Morris, Lee Watkins ☎ (0584) 4603 or 5852 **Group Promotions Executive:** Richard Eddy **Mail order:** Carol Kinsey **Subscriptions:** Denise Roberts *PO Box 20, Ludlow, Shropshire SY8 1DB* • Typeset by **The Tortoise Shell Press**, Ludlow and on our Apple Macintosh II running Quark *Xpress 2.0*. Colour origination by **Scan Studios**, *Wallace Road, London N1*. Printed in England by **Carlisle Web Offset**, *Newtown Trading Estate, Carlisle, Cumbria CA2 7NR* – a member of the BPCC Group. Distribution by **COMAG**, *Tavistock Road, West Drayton, Middlesex*.

Cover design by Oliver Frey


SKATEBALL
Screenshot on ST
UBI Soft



Screenshot on ST
Screenshot on PC
The sport of the future, combining the skills of soccer with the gratuitous violence of "Rollerball" played in a space age ice stadium.
Lead your team to victory through a series of deadly hazard and crevasse strewn rinks and the kicking, barging tactics of your opponents.
Only the brave win, or even survive !
Available on C 64, Amiga ST, PC, Amstrad
Distributed in UK, by
ELECTRONIC ARTS, 11-49 STATION ROAD, LANGLEY, BERKS SL3 8YN,
TEL : SLOUGH (0753) 46465. DEALERS PLEASE CALL (0753) 40906.
UBI Soft

THE GREATEST SPORTS COMPILATION EVER!



FEATURING ALL THESE FANTASTIC GAMES

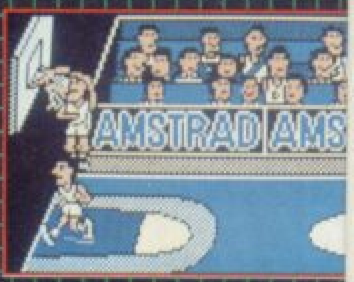
MATCH DAY II · WINTER OLYMPIAD · SUPER HANG ON · BASKET MASTER · STEVE DAVIES' SNOOKER
TRACK & FIELD · NICK FALDO'S OPEN · SUPERBOWL · IAN BOTHAM'S TEST MATCH · CHAMPIONSHIP SPRINT

Score a goal, race on two wheels, compete in the winter olympics with Bob Sled, Ski Jump, Slalom and downhill. Match strokes with Nick Faldo, make the winning break against Steve Davis but play a straight bat as Ian Botham. Enter the arena in Track & Field as you compete in 100 metre dash, Long Jump, Javelin, 110 metre hurdles, Hammer Throw and High Jump and if that doesn't finish you off then throw jump shots against the basket ball aces, give it all you've got and go for a touchdown in the NFL Superbowl – then you can sit down...in the cockpit of a Formula 1 racing car as you compete to take the chequered flag! Check out GSM 2 – the ultimate in sports compilations for the SPECTRUM, COMMODORE and AMSTRAD micros.









DISK		CASSETTE
£17.95	ocean	£12.95

Note: SUPERBOWL and WINTER OLYMPIAD are not available on the AMSTRAD version.

Ocean Software Limited · 6 Central Street · Manchester · M2 5NS · Telephone: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0

TGM REPORT

Consoles go crazy

Everybody's in the fight

by Barnaby Page

Japanese giants Nintendo and Sega are both planning 16-bit games machines as the console battlefield grows crowded. And other developments in the fast-moving war include a CD-ROM drive for the PC Engine.

But console experts say only one or two machines can survive the fierce competition which will develop among five top models: Atari's VCS2600, the Nintendo, the Sega, the PC Engine and the planned Konix Slipstream (TGM**012**).



Big guns: major firms are loading up for a world console war PHOTO: FRANK SPOONER PICTURES

Many tip the 16-bit Slipstream, which TGM exclusively revealed last month, as the winner when it's launched next summer. Among the £130 Slipstream's strong selling points will be digitised sound, RISC (reduced instruction set computing) graphics chips, and an add-on hydraulic chair for less than £100 extra.

Code Masters Operations Manager Bruce Everiss, whose software house is believed to have been planning a console last year, enthuses: 'I think Konix has the potential to be another Amstrad. He [boss Wyn Holloway] has wreaked miracles.'

Even a spokesman for Micro Media, the sole UK outlet for the PC Engine, admits: 'I'd expect the Slipstream to have an open road until 1990.'

But another rival console-maker disagrees. Mike Wensman, a director of Nintendo's UK subsidiary NESI, argues that 'I don't see how anybody starting up is really going to be competitive'.

Konix Financial Controller Tim Scott declined to comment.

Nintendo problems

Nintendo's own 16-bit console, the Nintendo II, is ready to go and expected by some sources to be launched in Japan this month.

But slow software development could delay it for as much as three years, says NESI's Wensman. 'The reason we have not released it is that there's no software available. Nintendo is essentially waiting for the software people to catch up with the hardware people.'

Besides 16-bit specials, the Nintendo II will run games written for the 8-bit Nintendo. It may cost as little as £70, according to one source.

Meanwhile, sources say Nintendo have run into trouble because of chip shortages – meaning they can't make enough machines.

And that, combined with a reported cut in Nintendo's advertising campaign, could give the rival Sega the upper hand. The Sega was advertised on prime-time TV in late October.

The Sega continues

Sega's 16-bit Megadelve console is expected to appear about this time next year with stereo sound, high-resolution graphics and £40-50 games on two-inch disks. The US price is reportedly $160, which indicates a UK cost of just under £100.

And they in turn will meet fierce competition from the PC Engine's Japanese manufacturers NEC, who are set to launch add-ons including a plug-in portable TV for the tiny console and a CD-ROM (compact-disc read-only memory) drive allowing even bigger games.

Of the four consoles currently available (all 8-bit), Code Masters's Everiss names the PC Engine as best – but says 'it's down to marketing'.

However, NEC are unlikely to challenge Nintendo and Sega for dominance of the UK. 'European-wise, they don't have any plans,' says a source familiar with their intentions.

Finally, Atari's VCS2600 could do well simply because it's available far more widely than any other console – in three major chain stores (see story 'Atari And Afterburner Named As Top Sellers' in this section).

Atari recently spent more than £600,000 on TV promotion for the console, and a spokesman maintains that the firm's well-known name will also aid sales: 'It's a marketplace that responds very positively to established brand names.' He hopes 250,000 more people will buy the VCS2600 this season.



Code Masters's Everiss: hope of Slipstream glory

■ So far, UK console sales have been slow, with both Nintendo and Sega at about 45,000 – that's about one console per 625 people, against an incredible one Nintendo per ten people in Japan.

The PC Engine has only just appeared in Britain, and the Slipstream is not expected to be on sale until next summer.

See box 'Consoles: What They've Sold' for full details.

Consoles: what they've sold

● **Atari VCS2600** Claim of more than 3 million in UK since 1981 release. Interest slowed down mid-Eighties, now reviving.

● **Nintendo** NESI claim 30 million worldwide but reliable reports say figure is closer to 20-25 million.

Breakdown: 12 million in Japan (sales slowing down), 7 million in US (sales soaring – 10 to 12 million predicted by the New Year), 45,000 in UK, 25,000 in Scandinavia

● **PC Engine** Possibly up to 600,000 in Japan, certainly much less elsewhere

● **Sega** 45,000 in UK

Note: these figures are from informed sources, not the manufacturers themselves.

'There's no time for a **judge**,' say the producers of *Marshall Law* – hyped as Britain's best-selling import comic (which is possibly like saying China's best-selling Spectrum interface, but let's not be too hasty to **condemn**.)

Marshall Law, set in the San Francisco of the future, apparently exposes 'the inherent hypocrisies of American mythic values in the context of gratuitous violence and **sexual perversion**' – sounds just the thing for Christmas.

It's written by 'sadistic' Pat Mills, who's worked on *2000AD* and *Third World War* (TGM**009**), and drawn by Kevin O'Neill.



PRESS ANY KEY

Satellites: they also serve

Besides Sinclair, other major contenders in the satellite field include:

● Publisher **Robert Maxwell**, with a dish receiving 16 pay-to-watch channels on the controversial D-MAC transmission format (TGM**010**). It's expected to cost as much as £400, but this project's still up in the air.

● The **British Satellite Broadcasting** group, with their tiny (25cm across) Squarial also using D-MAC and receiving three channels (one free, two paid-for) at about £250 (TGM**011**).

● **Amstrad**, with the £199 Fidelity dish receiving the four free Sky channels, and any other channels using the PAL format (TGM**009**).

What Sinclair offers

● **£149.95** buys you the basic system: satellite receiver and tuner.

● **£179.95** gets you the dish of the day plus tuner and remote-control handset for channel selection.

● **£229.95** buys a top-of-the-range system – all the above plus features including graphic equaliser and stereo sound output.

● **Installation charges will be extra.**

Promotions corner: US Gold are wonderful peeps, they spend a great deal of time producing top-quality software for nothing more than the joy of seeing another satisfied customer, and we really are suckers for positive images of the **corruption-ridden** software industry.

Well, there is an element of truth *(this must be stopped - Ed)*: if you join the software house's club, a mere 90p for a lifetime, you can get 5% off all US Gold purchases at any of their 105-odd Star Dealers (just look for the sign in the window).

The club has 10,000 members who also receive a monthly newsletter, posters and occasional £1-off vouchers; the offer applies to all US Gold's labels – including Access, Epyx, Toposoft and Rainbow Arts; and we find it pretty **heartwarming**.

Atari and Afterburner named as top sellers

by Robin Candy

Mediagenic's *Afterburner* will be the Christmas high flier, according to a TGM survey of retailers around the country.

And as for the machine of '89, many expect the Atari 520 STFM to be the best-selling computer in this busy buying period.

Afterburner will be 'the *OutRun* of 1988', according to software buyer Dave Wilson at the Virgin Games Centre in London's Oxford Street. He refers to US Gold's Christmas 1987 hit, which had over 200,000 copies on the shelves within three weeks – said by the software house to be a time record.



High noon on the high street: big guns back ST and Afterburner



Other contenders mentioned for the top software spot include Ocean's *Operation Wolf*, US Gold's *Thunder Blade*, Melbourne House's *Double Dragon* and *R-Type*, also from Mediagenic (previously Activision). All are coin-op conversions.

On the hardware front, small retailers are counting on the ST to sell well and two major chains have also chosen to stock it for Christmas – Dixons and WH Smith. Of all major chains, only Dixons will take Commodore's rival Amiga.

You will buy . . .

Atari's VCS2600 also receives strong backing, with Comet, Dixons and WH Smith all taking it.

Much publicity has surrounded WH Smith's decision to drop the Spectrum and concentrate on the two Atari machines; the chain argued that the Spectrum would not do well enough this year.

But Comet and Dixons still plan to stock the +2 and +3, with Tandy also taking the +2.

Amstrad's CPC464 and CPC6128 models will also be available from Comet and Dixons, but Comet is the only outlet for the same firm's Sinclair Professional PC 200. Chip shortages have caused Amstrad to restrict its availability (TGM**012**).

Dixons will be the only large chain with the Commodore 64 – a move perhaps tying in with their pro-Amiga decision.

And on the console front, Dixons are taking Atari's 65XE along with the Sega. For the Nintendo, visit a large branch of Boots.

Sinclair launches the cheapest satellite dish

by Robin Hogg

Sir Clive Sinclair is back in the high streets – this time with a low-cost satellite dish, his first mass-appeal product since he sold the Spectrum to Amstrad in April 1986.

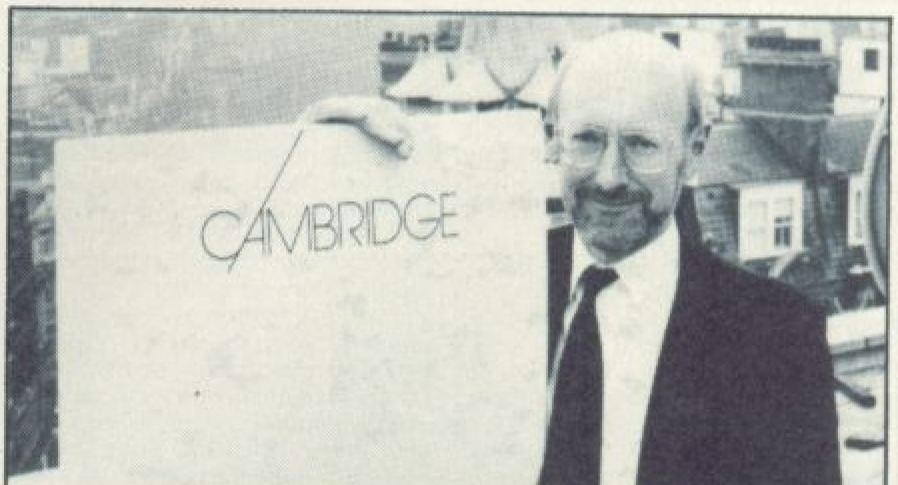
And ironically the launch of his £149.95 Cambridge satellite receiver will put him head-on against Alan Sugar's Amstrad, who are pushing their Fidelity dish for £228.85.

Like the Fidelity dish, Sinclair's Cambridge model will receive transmissions on the PAL format. These include the four free Sky channels, and WH Smith's Lifestyle and Screensport channels.

The square dish, due just before Christmas, measures 60cm high and wide – much the same size as Amstrad's.

At Sinclair's firm Cambridge Computer, Marketing Manager Peter King told TGM: 'Satellite dishes are a major growth area which Cambridge Computer will be a large part of in the very near future. Everyone will be looking to December 15 with great interest.'

On December 15, the craft *Ariane* blasts off with the transmitting satellite *Astra* is launched. *Astra* will begin transmitting early next year using the PAL system.



Back into orbit: Sir Clive Sinclair returns to your home with a satellite dish

Rome rebuilt in a day

It was just like the insurance ad. Crumbling walls uncrumbled and boring word-processed text turned into snazzy pages at this year's Desktop Publishing Show, held in London's Business Design Centre between October 13 and 15.

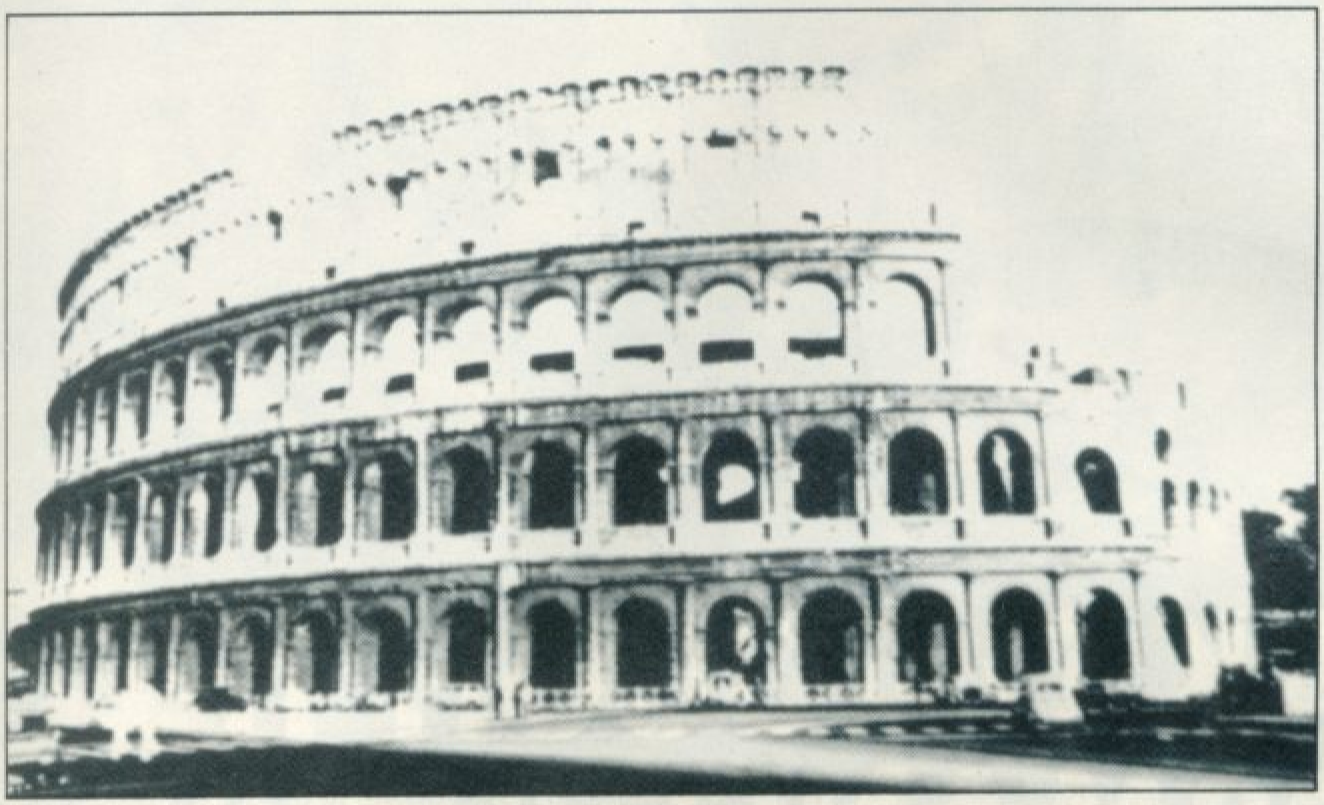
To display the power of computer graphics tools, a photo of the ancient Coliseum in Rome was touched up with Letraset's ImageStudio software running on an Apple Macintosh.

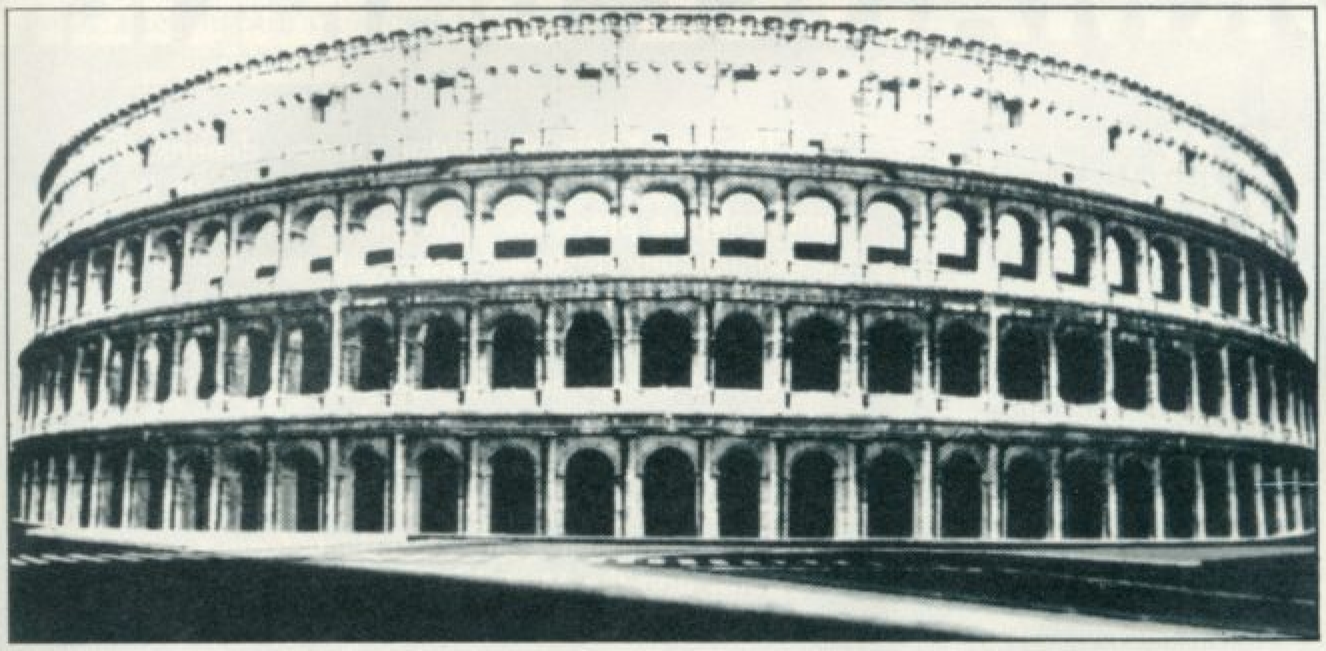
The technique involved scanning in the original photo, lifting part of the image from the left-hand side where the wall is still intact, and reproducing it on the right.

Explains Letraset spokeswoman Helen Melhuish: 'For instance, if you wanted to take a lump out of somebody's head you'd replace that with a piece of sky.'

Pity they didn't have it at last year's Desktop Publishing Show, which opened the day after London's worst storm in 284 years caused £500 million worth of damage, killed 18 people and destroyed 15 million trees. Then, a miracle-working ImageStudio might have been a welcome bargain at £569.25.

Cheaper DTP: see page 146 in Back Bytes





Exposed: the high price of piracy today

Software pirates run a world network with several international teenage gangs operating from Britain, as TGM reveals this month.

Many small-time pirates do not regard their activities as wrong. But their illegal copying costs British companies alone some £7.5 million each year – and that cost is passed on to everyone who buys software.

The situation is no better in other countries. 65% of games in Denmark and Sweden are illegal copies; other European hot spots for pirate trouble include Italy, Greece, Portugal and – until recently – Spain.

On the other side of the world, 'people make copies for their friends and it goes on and never never stops,' says Ray Firth, boss of distributor Computermate Products in Sydney, Australia.

And Firth has seen his sales slump by 75% as piracy runs rampant down under – software which used to sell 200 copies now sells 50. That's despite Australia's stringent antipiracy laws, which allow fines up to A$250,000 (£120,000) and six months imprisonment.

But this month TGM exposes the secret world of the copying criminals – in exclusive interviews with present and former pirates, and the law's point of view too.

Feature, page 95.

Games creators: Amateur Atari ST game-writers are invited to either (a) give up or (b) bring their programs to the Atari Christmas Show (see Dateline for info), where four major software houses will have friendly experts to pat them on the back every morning.

The Atari Games Workshop will also feature afternoon hints'n'tips sessions for programmers. This is a public service announcement.

The Thing Of The Future, number 26 of a series: compact-disc video (CDV) has arrived amid the same furore that surrounded . . . now let's see . . . digital audio tape, MSX, and LSD. All were meant to change the world, none did, and all still have their fans.

Seriously now . . . CDV has been given a boost by top record label PolyGram, which has launched 160 titles ranging from Wet Wet **Wet** to Verdi opera. From £4.99 to £19.99 each, they combine analogue video with digital sound, which we call brill and fab, and require a special player, which we don't. Philips and Pioneer models are already available.

You read it first in *Great Things That Changed The World Gazette*.

Do the Locomotive: Locomotive Software have released a £29.95 database (or, to be **strictly** accurate, database management system – there, that's our word count up) for the Amstrad PCW. *LocoFile* can be used within *LocoScript 2* and there is no extra charge for the irritating capital F.

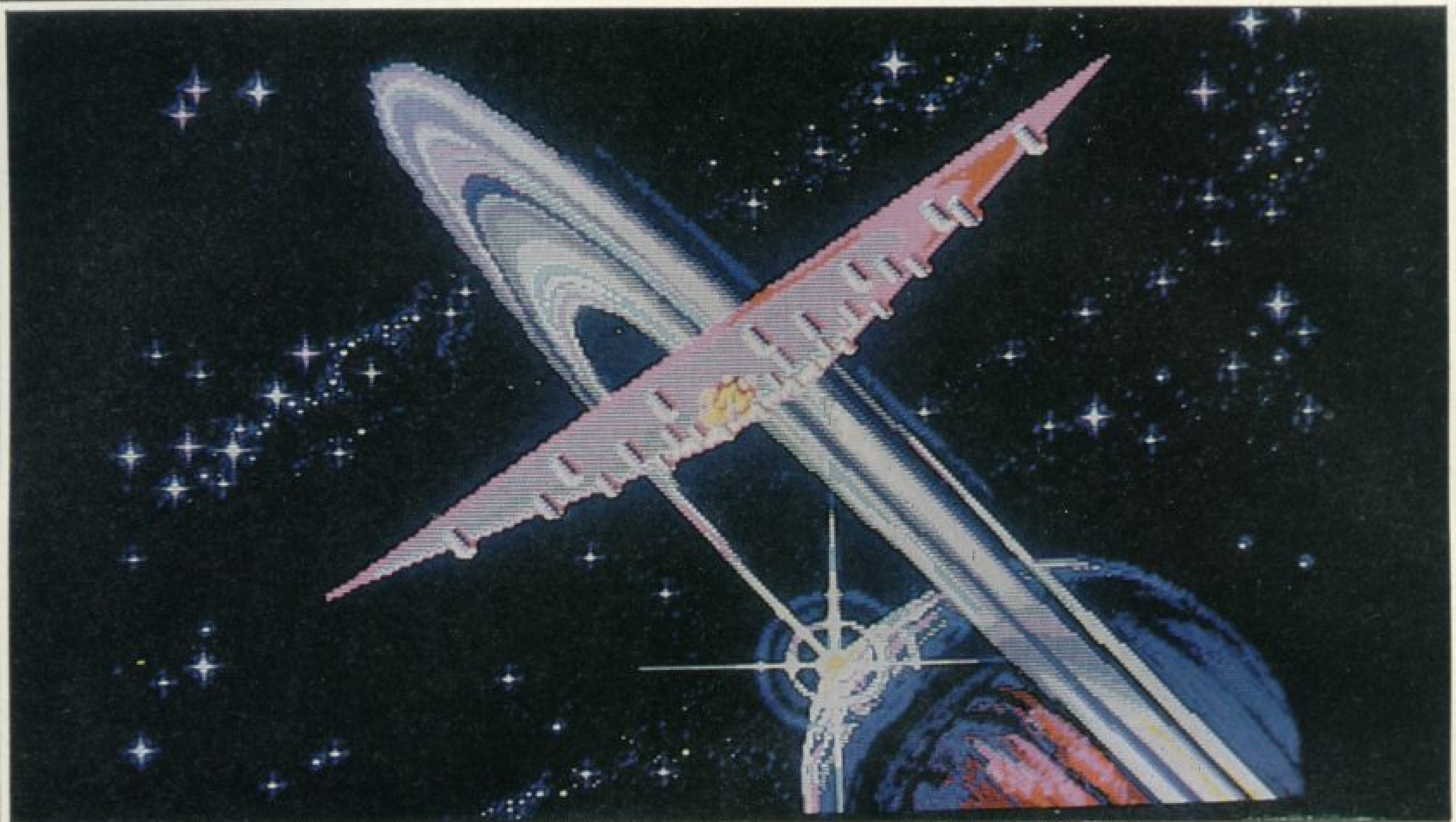
DATELINE

November 18-20 **12th Commodore Computer Show** Novotel, Hammersmith, London W6. Information: ☎ (0625) 878888

November 25-27 **Atari User Christmas Show** Alexandra Palace, London. Information: ☎ (0625) 878888

January 29 to February 2 **SaudiComputer 89 – the sixth computer and computer graphics show** Riyadh, Saudi Arabia. Information: ☎ London 487-5831

Is your event included in Dateline? If not, please send details as soon as possible to TGM's address on the contents page, marking the envelope 'news editor'. We have many readers outside Britain, so we welcome news of overseas events too.



Running rings round the competition: Purple Saturn Day will be Ere Informatique's star successor to Captain Blood (ST screen)

French revolutions

'Let them eat cake,' said Marie Antoinette when the poor had no bread . . . and she got topped for her trouble. Now Ere Informatique have written a game about alien bread, chopped the head off a CPC, and put the icing on the cake of the 16-bit revolution.

Barnaby Page saw the state of the art in Paris.

Paris, October 1988. 25,000 people flock to the Festival du Micro – France's PC Show – and into the vast Atari village, which occupies half the hall. There, in the temple of the 16-bit future, they witness the ritual sacrifice of an 8-bit computer.

'The Amstrad [CPC664] is quite strong. We had to smash it a few times before it was really broken,' says Emmanuel Viau, chief executioner – and head of the development house Ere Informatique, who brought us *Captain Blood* and are now about to wow the galaxy again with *Purple Saturn Day*.

Early this summer, *Captain Blood* (TGM**007**) was the biggest moneymaking game around despite being only on the ST (or perhaps *because* of that, at £24.95).

And it was only the first taste of Ere Informatique's new 16-bit devotion, which continues in the New Year with a string of graphically beautiful, challengingly difficult and quirkily funny titles, all over here on the Infogrames label.

There's *Purple Saturn Day*, a four-part test of mind an coordination with dazzling deep-space views.

There's *The Temple Of Flying Saucers*, a search-and-rescue quest amid a colossal world of some 150 detailed rooms.

There's *Billiard Simulator I* – an incredibly detailed, scientific recreation of France's popular three-ball game, for the perfect-sighted only.

There's *Teenage Queen*, seductive strip poker that should put Sam Fox on the shelf.

And there's *Wanted*, a Wild West game which could have the best graphics this side of Nevada.

But 'the most important is *Purple Saturn Day*', according to Jean-Philippe Ulrich, head of the project.

Nintendo Blood?

In the meantime, Ere Informatique are flying high on the success of *Captain Blood* – their stand at the Festival du Micro featured a special booth recreating the game's *Alien*-like spaceship interior, with a huge screen to bring the planet graphics to life and Jean-Michel Jarre's music blaring.

An Amiga version comes next, Nintendo is on the cards – Ulrich hopes to sell two to three million copies of that alone – and next Christmas could see *Captain Blood II*.

But Ulrich isn't going to be smooth-talked by aliens into rushing it out. 'I want to do a very nice product,' he says, and muses on the hard act to follow: 'It was very difficult to find a good visual effect for hyperspace.'

After all, when you start a 16-bit religion you need a Creation that lives up to it.

BILLIARD SIMULATOR I

Shake, rattle and roll for sim fans

Three's company, 22's a crowd – maybe that's why the French have stuck with traditional billiards while we go fretful over TV snooker.

And judging from Ere Informatique's *Billiard Simulator I*, there's quite enough there to keep obsessive micro-sportsmen cueing all day.

An optional ten-minute demo, featuring a digitised shot from a world billiards champion, shows just how seriously this simulation takes itself. And once you're into the menus – all tastefully framed in mature wood, of course – you can spend another ten thoughtful minutes without ever get nearing those red, yellow and white balls.

Select one of six balls (different weights). Set parameters for spin, rebound, slide and friction. Set the strength of your shot.

Choose from an overhead or 3-D view, zoom or dezoom from the table, turn it to just that crucial angle. Position the cue precisely – it's easier if the mouse-controlled cursor is right at the far end.

Go! And wait for that horrible scraping sound as the ball hits the side of the table.

Too true?

User-defined opening position, optional replay, one or two players, choice of six languages . . . you name it, they got it. And all physical parameters in *Billiard Simulator I* are true, according to Ere Informatique Software Manager Olivier Roge.

But ironically that attention to detail may cause problems with the planned follow-up, which will feature the English-style game: graphics programmers are still struggling to show numbers on the balls roll authentically.

Anyone for tennis?

Spheres without tears: total control in Billiard Simulator I (Amiga screen)



■ *Billiard Simulator I* should roll onto ST, Amiga, PC-compatible and Apple Macintosh this month. A Commodore 64 version may follow.

PURPLE SATURN DAY

In space no-one can hear you scream with frustration

When you wish upon a star, you'd better wish upon another one fast – because high-speed star-catching is just one of the dozens of skills that *Purple Saturn Day* tests so infuriatingly.

The title is largely an excuse for some stunning screens of Saturn in a purple sky, but the scenario does help the four challenges hang together.



Mind-bending: the Brain Bowler event (ST screen)

Apparently there's a space sports contest, humans vs aliens, when the purple clouds appear – and the game area orbits Saturn. (So cue deep-space graphics.)

The events can be played in any order. One of the hardest is Ring Pursuit, where you're orbiting the planet in a race – but it's more than a race, it's a tough trial of attention.



Round and round: Ring Pursuit (ST screen)

As you course through the convincing 3-D screens and their 40 sprites, pushing your opponents into meteorites, flags appear. For points you have to go to the right or left of them, depending on their colour – split-second reactions will never seem the same again.

And one of the cleverest tricks of Ring Pursuit is the 3-D effect – though you can really only move right and left, the limitation is never noticeable and it feels like you could drop or soar at any moment. The deep-space effect is achieved by subtly changing the size of sprites as they 'approach' you.

Master Tronic

Tronic-Slider is also a driving-style event. But here it's skidding across a surface in first-person view, capturing flaming balls of energy before you run out – or your opponents' shots drain you.



Energy quest: Tronic-Slider (ST screen)

Then there's Time-Jump – catch seven stars and leap through a time tunnel, pass space shuttles and prehistoric animals on the way, usual kind of time-tunnel thing, you know?

And finally there's Brain Bowler, the most intellectual – and perhaps hardest – of them all. Here you're faced with a circuit board, six electrons, and a sudden realisation that you'll probably never be able to open and shut and open and shut and open and shut *all* those gates in time to get them where you want them.



A star is caught: Time-Jump (ST screen)

Still, there are 40 digitised sounds by Ere Informatique music master Stéphane Picq to cheer you on through *Purple Saturn Day*, and the spritely embrace of a lovely lady at the end.



Winner's reward: and all because the lady loves Milk Tray? (ST screen)

■The ST version of *Purple Saturn Day* is completed, but Ere Informatique are holding it back – until Amiga, PC-compatible, Amstrad CPC and Commodore 64 versions are ready too. Expect release late November or early December.

TEENAGE QUEEN

Now love is a red, red face

New and blue: this symbol of the 16-bit creative cult is used by Ere Informatique as a French label

'Lots of sexy sounds,' promises music programmer Stéphane Picq.

'It's a clean version,' insists Software Manager Olivier Roge.

'I love you,' pants the digitised voice.

Roge changes the subject.

Teenage Queen is a strip-poker game, and if you don't know how to play strip poker we suggest you ask your teacher.

From what we've seen this is a typical Ere Informatique product – beautifully presented (all 32 colours on Amiga, all 16 on ST, Hercules graphics on PC-compatible) and sometimes funny (the teenage graphic of the title ticks you off if you're playing too slowly).

The screen design is attractive, too, showing hands holding very realistic cards beside the girl's face – and more to follow, presumably.

■ Amiga, ST and PC-compatible owners should restrain themselves upon November release.

THE TEMPLE OF FLYING SAUCERS

'Alien mice ate my brain' claim

This is nonsense: our hero, A von Spacekraft, is kidnapped by rebel electric toasters. And they want bread.

He zooms an urgent message to Ere Informatique: 'You'll find a blockbuster story memorised in my dog's saliva. His ancestor gobbled down a Shakespeare manuscript when the old jerk wasn't looking. Make a game out of it and give them my royalties presliced.'

Floury language, perhaps, but this absurd publicity story is just one example of the way Ere Informatique's programmers work. If it's fun for them it's fun for us, runs the principle.

And *The Temple Of Flying Saucers* is full of those touches.

Example: the menu is a human(?) brain, and for control you click the mouse on what we doctors call bulbous bits.

Example: the main sprite changes according to the abilities you've acquired. You want sticky fingers, to walk on ceilings? Sure – but you'll have to put up with a multifaceted fly's-eye screen view while you're doing it.

Genre-bender

Like *Captain Blood*, *Temple* exists in that strange netherworld between genres. It's an adventure, really, but the graphic detail of 150-odd rooms and animated fight-windows give it an arcade feel too.

The scenario is simple enough, once all the jokes and futuristic claptrap are gone: trapped among enemies, you're going to rescue a fellow fighter and then destroy the foe.

And before the hacking and slaying starts, there are six tricky trials to complete. You can use an imaginative array of powers: see traps, read the mind of your opponent, confuse your opponent, move objects by mental energy, etc.

Inspirations for this atmospheric adventure include the role-playing game *Dungeon Master*, and though there's little sound (for memory reasons) the graphics have to be died in to be believed.

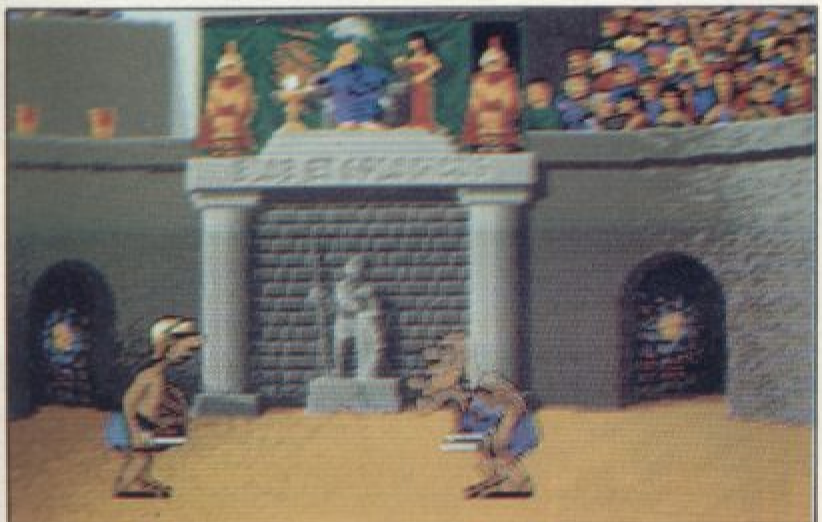
■ Expect release on ST, Amiga, PC-compatible, Commodore 64 and Amstrad CPC between December and February – ST likely first. An Apple Macintosh version may follow.

Atmospheric adventure: The Temple Of Flying Saucers (ST screen)





Digital Integration are up in the air again – this time it's the F-16 Fighting Falcon that's been computerised in F-16 Combat Pilot (ST screen)



Rome-ing back in time to the days of gladiatorial combat with I-Ludicrus, from Actual Screenshots (Amiga screen)



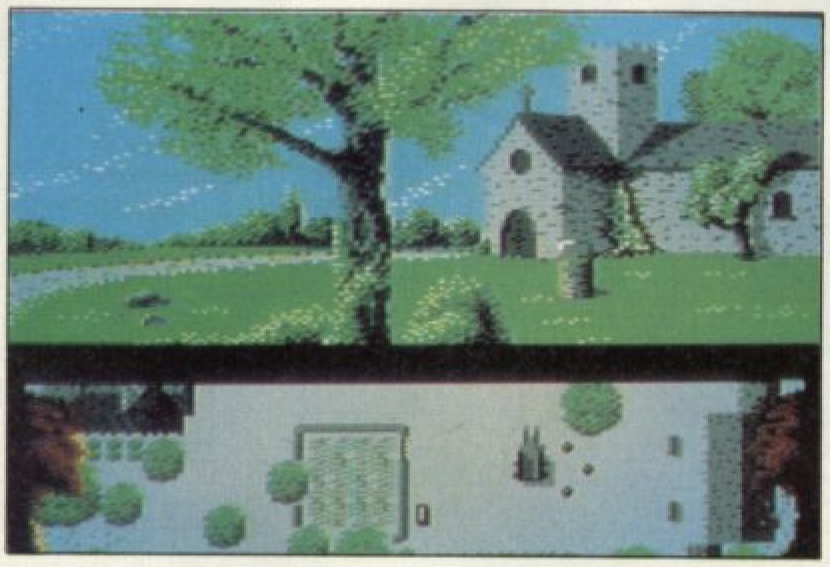
What do you mean there's no point to Melbourne House's conversion of Double Dragon? Spike that caption. (ST screen)



There's a lot at stake when it comes to saving France in Joan of Arc (Amiga screen)



Eat this: after 600 screens, the final battle in Linel's Dragonslayer (Amiga screen; Amiga release late January)

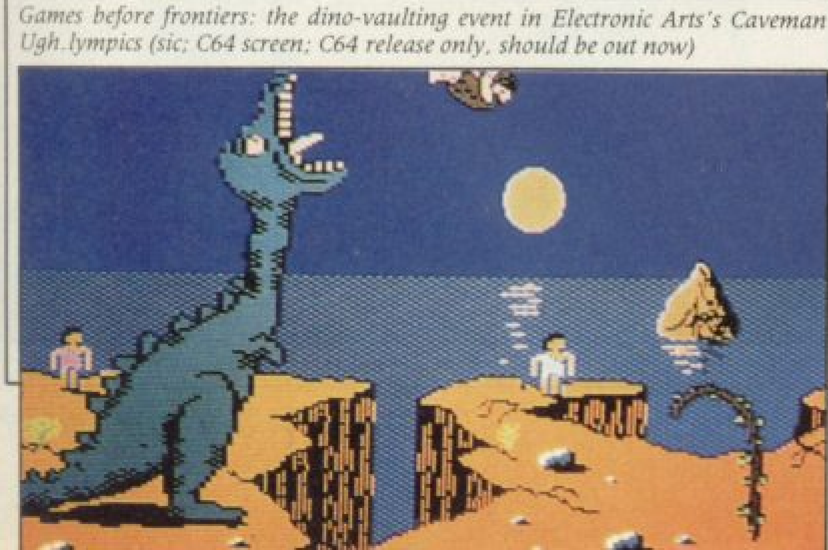


Medieval adventure: Ubi Soft's Iron Lord (C64 screen; available on Amiga, PC, ST, CPC, C64; most formats out now or soon, PC in February)

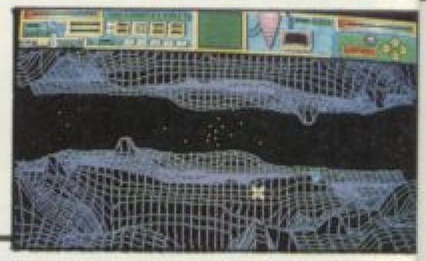


Multidirectional mazes: Incredible Shrinking Sphere from Electric Dreams (ST screen; Amiga, ST, CPC, C64, Spectrum release January)

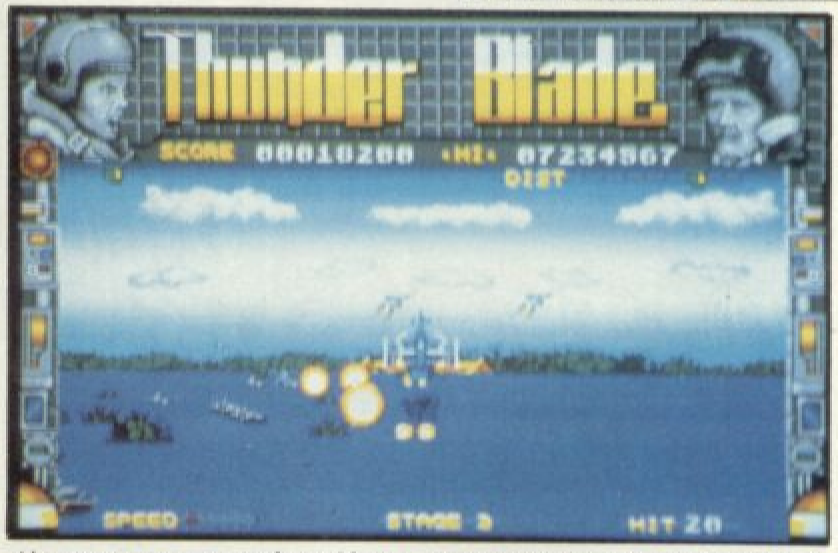
Games before frontiers: the dino-vaulting event in Electronic Arts's Caveman Ugh.lympics (sic; C64 screen; C64 release only, should be out now)







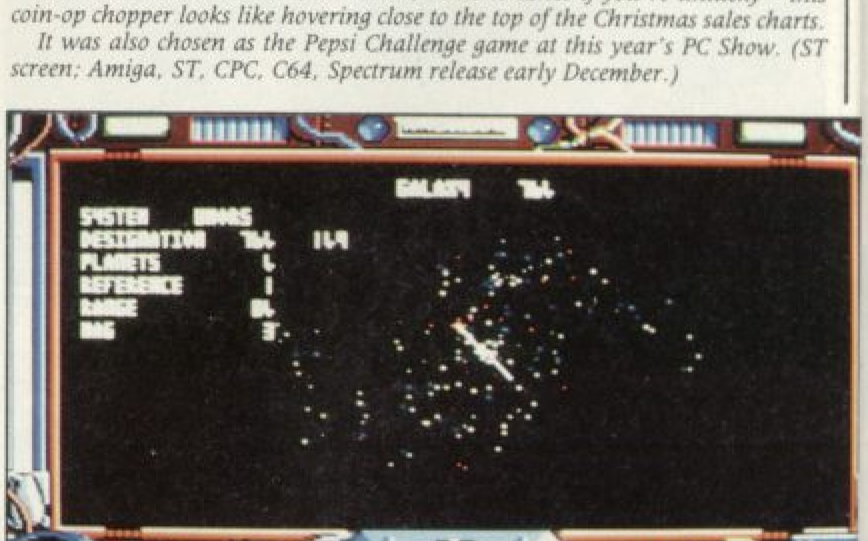
Rainbow art: Mandarin Software say Pioneer Plague is the only game using the Amiga's HAM (Hold And Modify) graphics feature – giving it 4,096 colours onscreen at once. The arcade/strategy space challenge also features stereo music and digitised speech. (Amiga screen; November release on Amiga only.)



Air power: constant combat with 3-D views in US Gold's Thunder Blade, a conversion of the Sega arcade hit.

Ground-to-air, sea-to-air, air-to-air, ashes to ashes if you're unlucky – this coin-op chopper looks like hovering close to the top of the Christmas sales charts.

It was also chosen as the Pepsi Challenge game at this year's PC Show. (ST screen; Amiga, ST, CPC, C64, Spectrum release early December.)



Space gets deeper: Gremlin Graphics claim a 340m² play area for the 3-D space sim Federation Of Free Traders (ST screen; Amiga, ST, PC release starting late November)



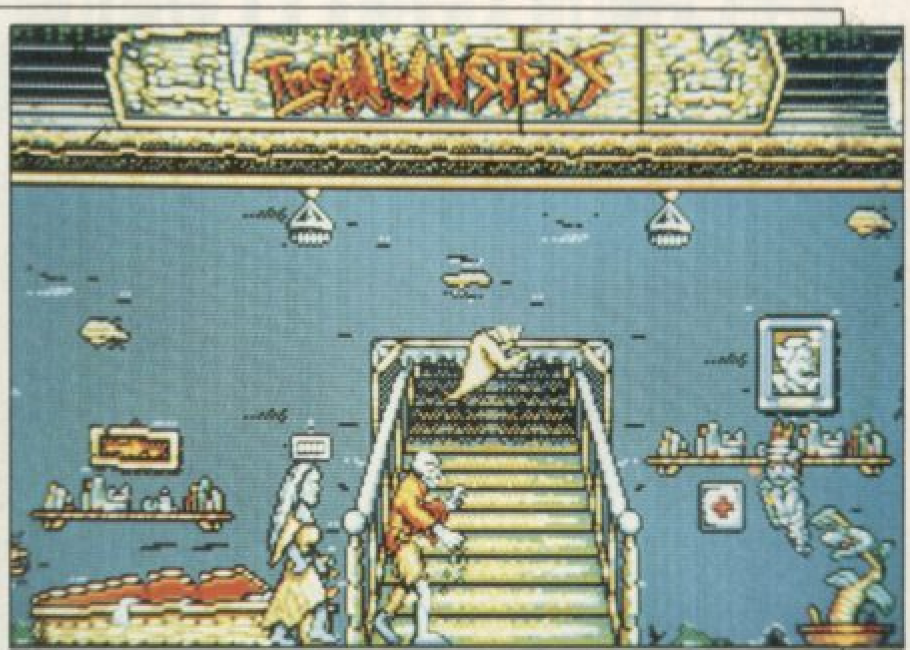
lade, a

– this
charts.
w. (ST

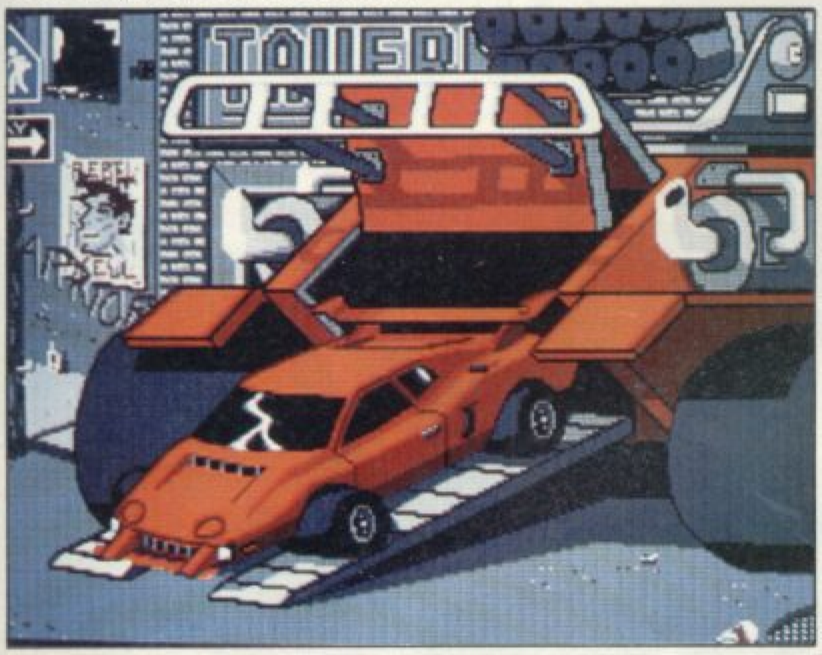
-D space
ting late



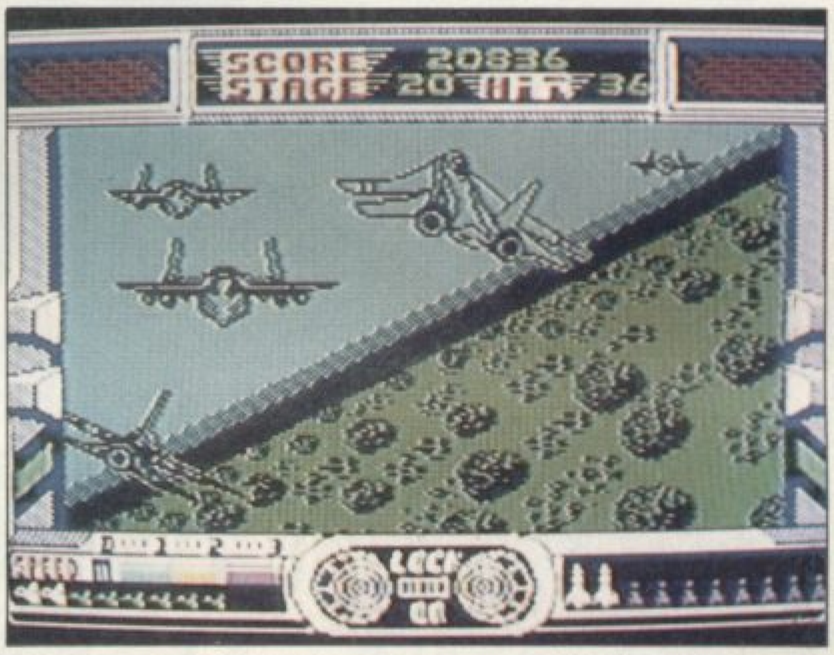
The par side: each hole is a daffy dilemma in Electronic Arts's Zany Golf (Amiga screen; Amiga, ST, PC release December)



Again Again first: TV licence The Munsters is the first release on Alternative Software's new full-price label (ST screen; Amiga and ST before Christmas; Amstrad CPC, C64, MSX, Spectrum likely January)



'The most horrifying carnival of motor destruction ever conceived,' they say: Gremlin Graphics's Motor Massacre (ST screen; Amiga, ST, CPC, C64, Spectrum release from late November)



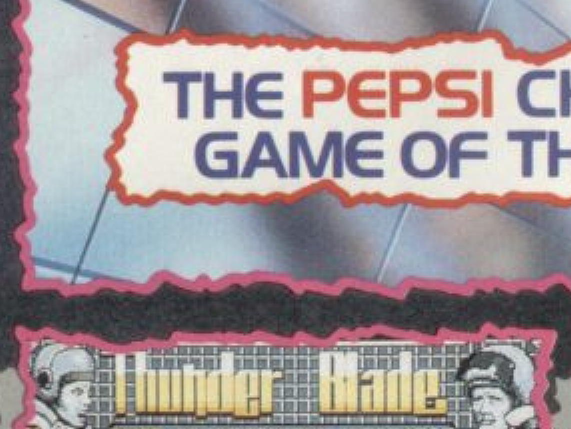
Fiery 3-D: Activision's AfterBurner (Spectrum screen; ST, CPC, C64, Spectrum, MSX release late November, Amiga December)



Test Drive sequel: choose from eight courses, three cars, five skill levels in Accolade's Grand Prix Circuit (PC screen; PC and C64 release December)

The meanest fighting machi





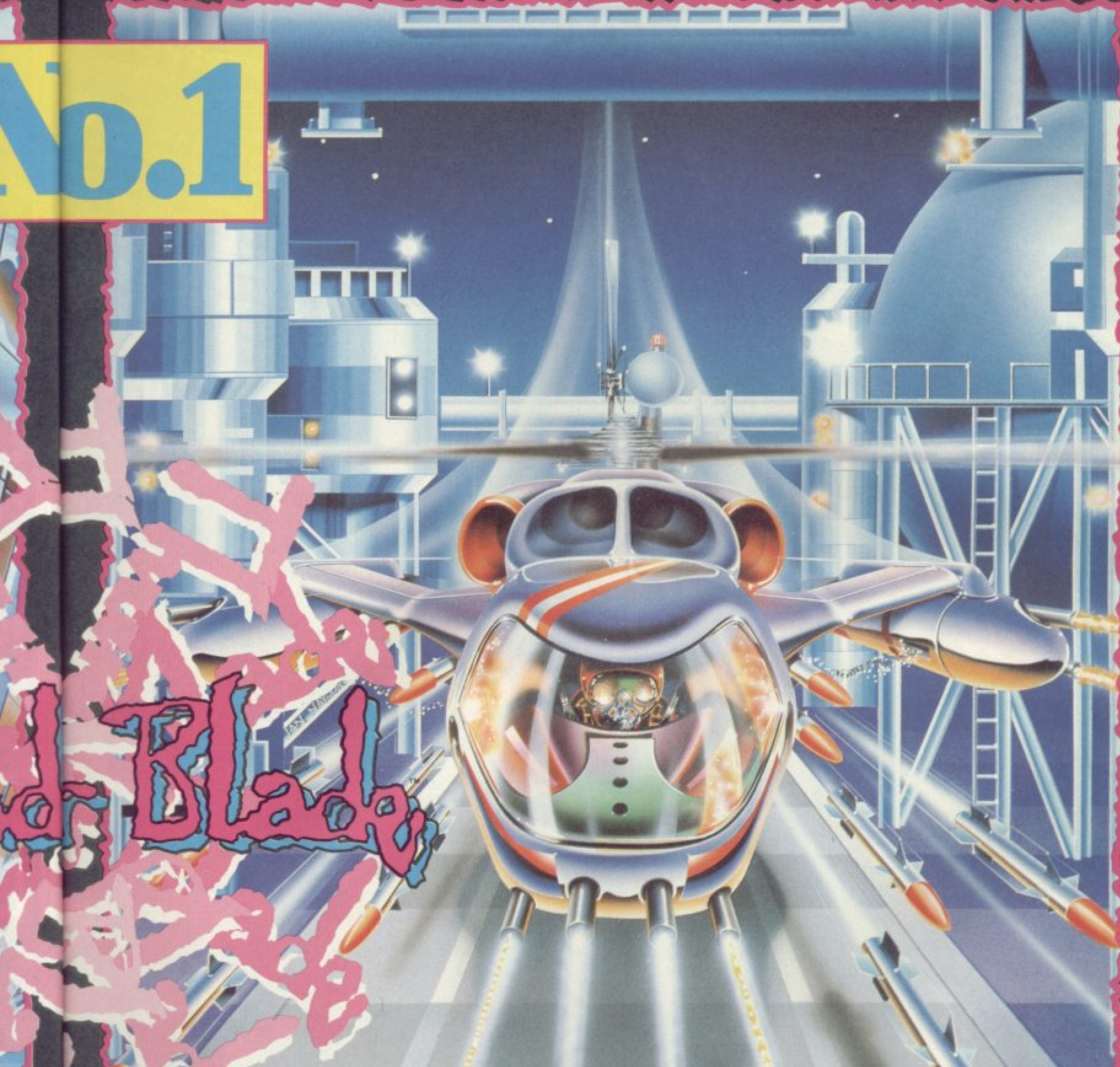


Hold on to your stomachs, unscramble your brains for the journey of a lifetime as you take the controls of the most advanced Helicopter armaments specialists could ever conceive – outmanoeuvre the fastest jet fighter, outgun the most dangerous gunship.

Traverse the war-torn skyline of skyscraper city as you sharpen your skills for the battle ahead. Plunge out to sea for an epic encounter with a huge, heavily armoured gunship. Race on to a shoot-out in the rocky canyon and dense forests, where your flying expertise is tested to the limits as you dive, hover and skilfully manoeuvre your way through this fortified maze.

CBM 64/128 £9.99t, £14.99d, SPECTRUM 48/128K £8.99t, +3 £12.99d, ATARI ST £19.99d,

chne ever to storm the skies ...



ains
trols

vre
ous

ity as
unge

out
our
dive,
ough

d,

Thrusting forward you gallantly roar ahead blazing enemy gunships, armoured tanks, jet fighters – avoiding heat seeking exocet missiles through the perilous oil installation to reach the final encounter – the awesome APACHE battle cruiser, the action never ceases. Never that is until you emerge victorious – Golden Gunner – master of the meanest fighting machine ever to hit the skies.

SEGA® U.S. GOLD

Screen shots from various formats.





AMSTRAD CPC £9.99t, £14.99d, AMIGA £24.99d, IBM PC & COMPATIBLES £24.99d

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388


FIVE FIST-FULLS O
ROY OF THE ROVERS
NEWSFLASH! Four of the Melchester Rovers five-a- side football team have been kidnapped... hours before a crucial fund-raising game to save their ground from grasping property developers. Time is running out and player-manager Roy Race MUST rescue his team-mates, dodging danger, escaping ambushes and boobytraps in order to play the most important game of his career!
CBM 64/128 £9.99 cassette £14.99 disk
AMSTRAD £9.99 cassette £14.99 disk
SPECTRUM £7.99 cassette £12.99 disk
©FLEETWAY PUBLICATIONS
Roy of the Rovers
GARY LINEKER'S HOT SHOT
The most realistic football game ever produced for your computer. Play in a full-scale eleven-a-side football game complete with sliding tackles, throw ins, corners, goal kicks, fouls and even the dreaded referee with his red card. With all these features to watch out for will you have what it takes to match the shooting skills of England's top striker in Gary Lineker's Hot Shot.
CBM 64/128 £9.99 cassette £14.99 disk
AMSTRAD £9.99 cassette £14.99 disk
SPECTRUM £7.99 cassette £12.99 disk
ATARI ST £19.99 disk
AMIGA £19.99 disk IBM PC £19.99 disk
Gary Lineker's
Hot-Shot!
SUPERSPORTS
As varied and as bizarre a collection of unique sporting events as you are ev likely to find. Have you got good enough eye to be a 'c shot'; the nerve to attempt the 'devil dive'; the streng to 'smash slates'; the accu to shoot the 'cross bow'; finally (and unbelievably triumph over an 'underw assault course'. Up to fou players can compete in outrageous challenge!
SUPER
GREMLIN
Screen shots from various formats.
Gremlin Graphics Software Ltd., Alpha H

DISPORTING POWER

RTS
re a

are eve
u got a
be a 'cr
ttempt
strengt
he accu
bow'; c
evably!
underw
p to fou
pete in
llenge!

M 64/128 .99 cassette
4.99 disk
STRAD .99 cassette
4.99 disk
CTRUM 7.99 cassette
2.99 disk

GARY LINEKER'S SUPERSKILLS

Hot on the heels of the hugely successful Superstar Soccer comes Superskills, again endorsed by England's star striker. To command a permanent place in the national team means dedication – dedication towards hard work and training. The national coach has designed an extensive training programme which will improve your fitness, ball control, sharpness and accuracy. Can you prove yourself to be both physically and mentally agile and alert?

CBM 64/128 £9.99 cassette £14.99 disk
AMSTRAD £9.99 cassette £14.99 disk
SPECTRUM £7.99 cassette £12.99 disk
ATARI ST £19.99 disk

ULTIMATE GOLF

The ultimate golf simulation for your computer. See how different shots affect the way the ball is hit. Let the computer determine your skill level. Perfect your technique by following the example of the computer golf player. A must for all enthusiasts who've tried their hand at computer golf but never met a challenge as testing and enthralling as Ultimate Golf.

CBM 64/128 £9.99 cassette £14.99 disk
ATARI ST £19.99 disk
IBM PC £19.99 disk
AMIGA £19.99 disk



GREMLIN



Alpha Ho... arver Street, Sheffield S1 4FS. Tel: 0742 753423.



FIVE FIST-FULLS OF
MOTOR MASSACRE
The holocaust has come, laying waste cities, continents and civilisation. Out of the devastation emerges a breed of survivors merciless in their greed for simple possessions, barbaric in their thirst for power and dominance. To live even a day is hell, to achieve fame and wealth is deadly. You must fight your way to the Demon Dome and then compete in the most horrifying carnival of motor destruction ever conceived, forcing your opponents into the endless chasms of darkness, before you emerge Supreme Gladiator... supreme that is until the next round of motor massacre.
CBM 64/128 £9.99 cassette £14.99 disk
AMSTRAD £9.99 cassette £14.99 disk
SPECTRUM £7.99 cassette £12.99 disk
ATARI ST £19.99 disk
AMIGA £19.99 disk
TECHNO COP
Step into the future... technology has overtaken society – the rich are richer, the poor are poorer – chaos, unrest, destruction... lawlessness reigns, terror rules. But this is your territory, your assignment with death. These are your streets and you have volunteered to clean out the scum, destroy the streetgangs and eliminate the deviants that pollute your city. Yes you have your beloved sleek racer, but armed with only stun gun and keep net what skills do you possess to neutralize the many hundreds who lie in wait for you? Being a cop is always dangerous, being a cop of the future is a step into the unknown.
CBM 64/128 £9.99 cassette £14.99 disk
AMSTRAD £9.99 cassette £14.99 disk
SPECTRUM £7.99 cassette £12.99 disk
ATARI ST £19.99 disk
AMIGA £19.99 disk
IBM PC £19.99 disk
AMSTRAD
SPECTRUM
£7.99 cassette
£12.99 disk
Techno Cop
GREMLIN
Screen shots from various formats.
Gremlin Graphics Software Ltd., Alpha H



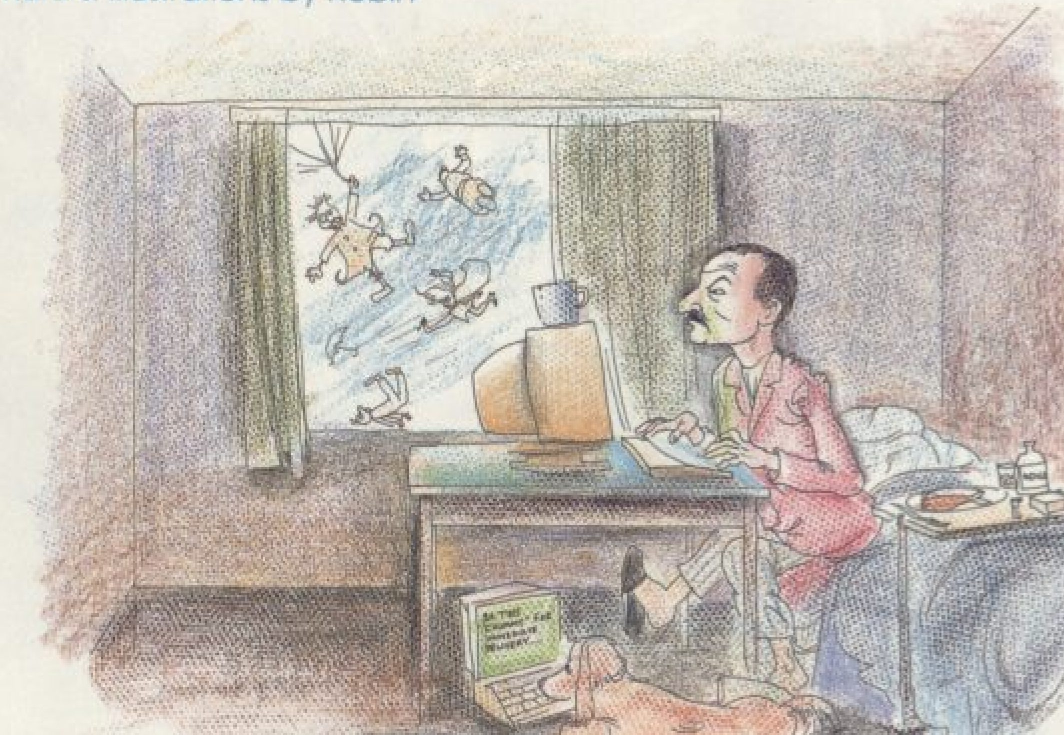
FEROCIOUS ACTION
DARK FUSION
y the elite pass the three phase test
of the Corps of Guardian Warriors
o-ordinated fury in destruction of
mutant hordes of the underworld;
upreme command skills in frantic
fence against the invading alien
e fleets and merciless nerve in
dy battle against the monster
of the Pit of Despair. Then the
chilling decision – enter the
morphosis Chamber to fuse
rms with your vanquished
face your next challenge
with only the powers your
al form bestows on you.
BM 64/128
9.99
14.99
STRAD
.99
.99
RUM
99
99
BUTCHER HILL
Tension mounts as you navigate the murky waters in your motorised dinghy, seeking out vital supplies and ammunition careful to avoid enemy mines and aerial bombardment. Landfall... deep in the heart of the Vietnamese jungle, heavy with the odour of death, concealing deadly mantraps and enemy gunposts. Panic... an unknown village. Friend of foe? Whichever – the final obstacle between you and your ultimate goal – the assault on Butcher Hill.
CBM 64/128 £9.99 cassette £14.99 disk
AMSTRAD £9.99 cassette £14.99 disk
SPECTRUM £7.99 cassette £12.99 disk
ATARI ST £19.99 disk
AMIGA £19.99 disk
ARTURA
Stand proud Artura – son of Pendragon – and set forth on your quest to unite the warring kingdoms of Albion in this age of bloody war and mysterious magickes. Your task is to rescue Nimue from the clutches of your evil half-sister, Morgause for which only your fearless nerve and superior fighting skills and the mystical wheel of Cerriddwen will overcome the ghouls, spiders, soldiers and giant rats you encounter.
CBM 64/128 £9.99 cassette £14.99 disk
AMSTRAD £9.99 cassette £14.99 disk
SPECTRUM £7.99 cassette £12.99 disk
ATARI ST £19.99 disk
BUTCHER HILL
Artura
GREMLIN
Alpha Harver Street, Sheffield S1 4FS. Tel: 0742 753423.

WHO NEEDS REALITY ANYWAY ?

Commuting sucks. But soon you won't have to go to work at all – in the brave new Croucherian world all you'll need is a bedsit, a bottle of **vodka**, a mangy cat for company and a computer terminal to interact with the **universe** outside. Mel Croucher looks at the telecommuters. Illustrations by Robin Evans.

If you had the choice, dear reader, which of these two ways would you prefer to get to work? *Either*: Getting up on a cold dark dawn, bolting your breakfast aspirin, struggling into the office, shop or school on clogged-up buses and trains, fraying your nerves on rush-hour roads, and paying wads of cash for the privilege; *or* lazily scratching your favourite itch, leaning out of bed and pressing a button?

Well, I've already made that choice, and I can assure you from the heart of my bottom that I don't regret it for a moment. I'm a word that hasn't even got into the dictionaries yet, and before you start thinking obscenities that word is telecommuter, and I'm here to tell you how to become one and put two fingers up at the Victorian concept of going to work. The answer, of course, is via your computer.



What's bad?

Commuting sucks, and things are set to get much, much worse. Disasters and everyday snarl-ups are a result of rotten planning, inadequate maintenance and pathetic investment.

After the Channel Tunnel opens, French express trains will zip along from Paris to the coast at 186mph, but when they hit Kent they will join ze Breeteesh rail seestem and piddle along at less than 60mph – because compared to the Europeans our rail system is an antique.

There are over 20 million cars and two million goods vehicles ploughing around British roads, which are the most congested in Europe. Road traffic is increasing by 13% a year, but new road building is minimal. In fact, during the year up to April 1 1988 not a single inch of new motorway was opened.

So the prospect of avoiding travel can be very attractive to one hell of a lot of people. Apart from saving all that wasted travel-time and avoiding the nervous breakdowns, heart attacks and traffic smash-ups, there are other major advantages in working from home and using the new technology.

Not only will you save the cost of getting in to work (easily £2,500 a year if you go by Intercity train) and use that money to pay for your computers and telenetworks, but you can actually claim for using your own fleapit as a work place.

And the taxman cuts the cost of light, heat, telephone time and a whole host of expenses off your taxable income.

"Put two fingers up at the Victorian concept of work"

How you use your saved commuting time is up to you, but telecommuters spend more time with their families and friends, walking the dog etc, and yours truly enjoys nothing better than sitting by the log fire in the pub, tapping out work on my laptop. Yes, that's exactly where I'm writing this – hic!

Intelligent homes

Telecommuting will cause the next revolution in our way of life, according to the Henley Centre thinktank. They



predict that almost half the workforce could be doing some telecommuting by 1995, and that many workers will physically travel to work on only three days a week.

What's more, by 1995 one in 20 UK homes will be 'intelligent' (compared to one in ten in Japan) – and the technology for the intelligent house has been with us for some time (see BLEEP HOUSE, TGM**007**).

The intelligent house is fed by fibre-optic cables, which are 30,000 times more powerful than the traditional phone line, and controlled by your home micro.

You can plug one hell of a lot of options into the system, anything from communications lines for your telework to home helps that will take care of things while you're working: TV, video, phone, central heating, gas, water and electricity meters, numerical door locks, burglar and fire alarms connected to the emergency services, cookers, robots, catflaps, you name it.

Some banks are already offering free home terminals, and they will be joined by home shopping, remote health diagnosis and care, legal advice, libraries, bulletin boards, home education, in fact any service you can think of including 24-hour funeral parlours.

Some workers will never be able to telecommute. Heavy industry is an obvious example – you can't mine coal or build ships in your bedsitter. But British heavy industries have been massacred in the last few years and will continue to shrink as the world economy evolves and changes, so a higher and higher proportion of all workers will be involved with office jobs.

"The intelligent house is fed by fibre-optic cables, which are 30,000 times more powerful than the traditional phone line"

The vast majority of office workers can work equally as well from home as from a remote location, using a micro, a phone and possibly a fax machine. Specialist services like hairdressers, music teachers and fast-food merchants can deliver to the door. And as for banks, building societies, job centres and all the other places where glass screens and wire grilles have replaced contact with real people, who needs 'em?

But the Henley Centre predicts that telecommuting will hurt some workers. Shops near railway stations will lose business. Supermarkets will be hit by home teleshopping, as will high-street estate agents, travel agents, banks and all other businesses that will be gradually replaced by the interactive domestic screen.

CASE HISTORIES

1: Knickers

My favourite wife thumbs through a catalogue in which is displayed everything from a pair of knickers to a fridge (not mutually incompatible items, by the way). She picks up the phone on Sunday evening and orders a pair of shoes, a fancy pen and a moleskin shirt (the latter as a pressie for me).

The goods arrive Monday afternoon. I loathe the shirt, repack it, make another phone call and it is collected on Tuesday. In five weeks time, she will pay for the accepted goods by credit card.

2: Lies

I write for a subversive rag called *The Truth*, edited, typeset and administered by one splendid young chap – Stephen Caplin – from his home, using one desk, one Apple Macintosh Plus and a laser printer.

Us humble telecommuters squirt our words at him once a month, and he produces a national glossy magazine in colour, with a circulation of 20,000 and rising, single-handed!

(Newsfield, of course, is the other side of the coin, with massive circulation figures and everybody living together in a snug, rubber-lined Ludlow nursery.)

3: Women in ropes

In 1962, a young mum in Amersham started a software service from her home, roping in other women who all use home terminals connected to her mainframe.

Vera Shirley can claim to have invented telecommuting, and today her company F-International is worth millions, with outfits like Lloyds Bank and Mobil Oil among its clients.

The practice is growing among business software houses – now programmers can keep their unholy hours at home and send chunks of code to headquarters when they're ready (which is usually late).

4: Rich

Robert Maxwell is often referred to as Cap'n Bob. This is because he telecommutes from his £13 million yacht *Lady Ghislaine*, which is equipped with two direct-dial satellite communications systems providing phone, telex, fax, and full teleconferencing facilities.

The system only costs £7 a minute to run his empire (£5 a minute off-peak rates). I am sorely tempted to follow Cap'n Bob's example and run my affairs from the tax-free high seas. The duty-free bar of the Portsmouth cross-Channel ferry isn't a bad idea.

Cap'n Bob owns the *Daily Mirror*.

5: French lessons

A lady, whom I have only ever met via a Paris Minitel screen, telecommutes under the working name of Marianne. She runs an electronic appointments system and charges direct debit via her client's credit cards.

Her business benefits from the French government's provision of free Minitel terminals (value: about £100) to the population. Users only have to pay for the logged-on time.

Marianne is a prostitute.

"Home micros are going to transform work, but telecommuting will hurt some people"

Dangerous risks

If you want to be a telecommuter, think yourself into the future by analysing the past. Adding machines made tally clerks extinct. Motor cars knackered blacksmiths. Washing machines crippled the laundries. TV and record players decimated cinema usherettes and dance orchestras.

Home micros are going to transform office and retail work just as soon as the capitalists wise up, and an entire chunk of the community is going to be unprepared. (Remember all the factory workers who are slung out on their ear after 20 years of loyal service, and collapse into bitterness or even worse, a sort of numbed acceptance that at the age of 40 they will never work again – because of changing technology.)

Telecommuting carries some dangerous risks, such as home-based employees losing touch with their organisations, and damaging their career prospects in the process. They may also miss out on the bitching, back-stabbing and office politics which keep many workers on their guard.

There is also the danger of isolation, forgetting how to interact with 'real' people in a hermit-like existence. So a wee bit of self-discipline is required by all prospective telecommuters not to work too soft or too hard.

Bloated, blinded morons tied to computer terminals have long been predicted by the science-fiction writers, but I can assure you that all the telecommuters I know of are happy, lean and fit, with the possible exception of Cap'n Bob (see CASE HISTORIES).

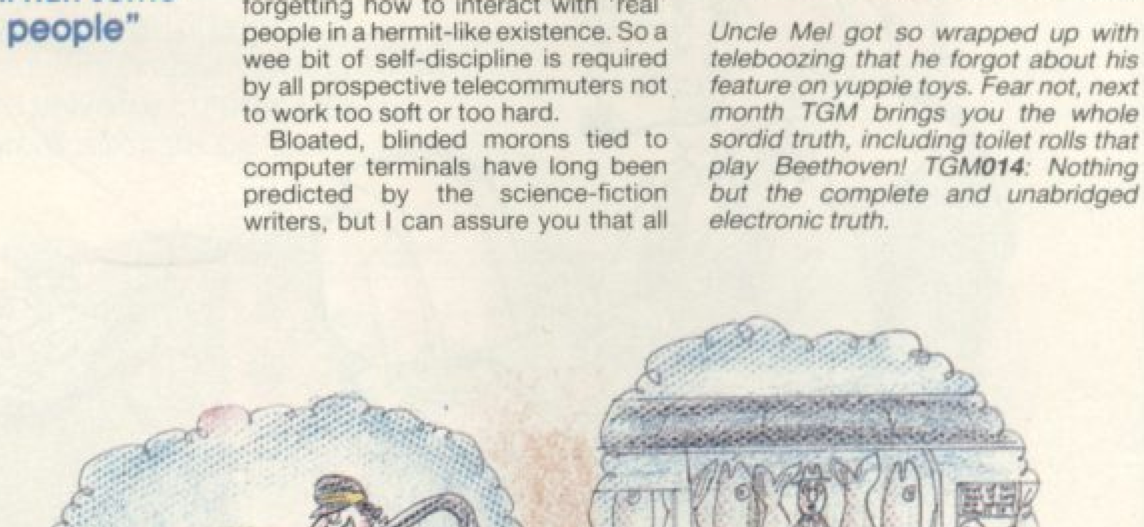
Employers must act as midwives to this newborn way of working, because they will be saving plenty on office rent, rates, heating, cleaning and all the rest, as well as being able to tap into the workforce anywhere in the country. They will have access to talents which have been locked away up to now, such as skilled women with young families and disabled computer experts.

Computers will allow a home-based workforce in high unemployment areas to telecommute anywhere, and Norman Tebbit's cynical advice to get 'on your bike' can be changed to getting 'on your keyboard'.

Employees must recognise that there is an alternative to traditional ideas of going to work, and fight for their right to choose it.

As for me, well, when I resigned from my one and only so-called *real* job many years ago, I was officially informed that in this modern world of ours I am unemployable. I'll drink to that, which is exactly what I'm doing!

*Uncle Mel got so wrapped up with teleboozing that he forgot about his feature on yuppie toys. Fear not, next month TGM brings you the whole sordid truth, including toilet rolls that play Beethoven! TGM***014***: Nothing but the complete and unabridged electronic truth.*




ELIMINATOR
Ace Programmer John Phillips, author of Nebulus ...
Brings to you Mind-Blowing Action, Electrifying 3D Graphics - culminating in an unimaginable experience intent on destruction .....
ELIMINATOR
Commodore Amiga £19.99
Atari ST £19.99
Spectrum, Commodore 64 Amstrad CPC Available soon.
HEWSON
For Mail Order send a cheque/P.O. to Hewson Consultants Ltd. Order by credit card by sending your Access/Barclaycard number, and enclose a specimen signature. Don't forget to enclose your name and address.
Hewson, Milton Park, Milton, Abingdon, Oxon. OX14 4RX Tel: (0235) 832939 Fax: 0235 861039
As part of our continuing development of innovative Software we are always happy to evaluate software sent to us with a view to publication.

CONFRONTATION: COIN-OP

With the arcade scene gearing up for 1989, Robin Hogg takes a look at *Cobra Command*, *The Deep* and the recent Jamma show in the Far East. This boy gets everywhere! With thanks to Bob Underhill of Joyland Distribution for the information on the Japan show.



SLOT NEWS TGM JAMMA SPECIAL

EFFECTIVELY the capital of the video game world, Tokyo was recently the venue the **JAMMA/JAPEA** Annual Amusement Machine Show, where all the major Japanese companies show their wares and give an indication of what's likely to come over to the UK next year.

Currently on a high with *Operation Wolf* and *Continental Circus* **Taito** were present with a large number of PCB's, most of which are due over here in early 1989.

Chase HQ, a car driving game in the mould of *Out Run* looks likely to do well. Set on the freeways near New York, as an undercover cop your job is to race down the freeways chasing criminals as they race past other road users. This one sounds and looks superb and with increasingly difficult missions it's bound to do well in the UK arcades.

Sports simulation *Record Breaker* was on show to cash in on the continuing appeal of sports games, along with an improved *Midnight Landing* entitled *Top Landing*. Quite who Taito see playing this commercial jet flight simulator is anyones guess but it's an innovative game to play and features extremely good graphics.

Both *Syvalion* and *Truxion* are imminent. The former is a very pretty horizontally scrolling space shoot-'em-up with the main character being a golden salamander, while the latter takes us down the well trodden path of vertically scrolling space shoot-'em-ups.

The New Zealand Story is an overwhelmingly cute coin-op with a kiwi going about a cartoon-like New Zealand foiling the baddies and rescuing his chums from a big, bad seal. This is pure, simple fun but maybe *too* cute to make for a successful game.

Sega lacking anything substantial of late had good and bad products on offer, the good being *Power Drift* – which is basically *Out Run* with buggies but with a number of different race tracks to race around; the bad was a monster amusement machine called the *Sega Super Circuit*, a sort of massive Scalextrix with a track that very nearly goes on forever. Here the players drive remote controlled racing cars around the track using an onboard video camera to see where they're going. Undoubtedly fun to play around with, it would be just far too big and costly to be considered for installation in a UK arcade.

In a lesser category, Sega were showing *Scramble Spirits*, a superb aircraft shoot-'em-up following on from *Sonic Boom*, *Passing Shot*, a vertical-screen tennis game, and a cute dual-player coin-op titled *Dynamite* where ducks run around inside a cartoon city.

Konami were present with their follow-up to *WEC Le Mans* called *Hot Chase* (entering the UK now), a shoot-'em-up going by the name of *Thundercross*. Also on display *The Final Round* is a boxing game set to rival Sega's *Heavyweight Champ* with a variety of opponents, moves, and training sessions. Overall this was a disappointing turn out for Konami who've evidently elected to stay with the pack rather than lead it.

SNK, manufacturers of many a good combat game continue the trend with *P.O.W*, an extremely good modern warfare coin-op and *Sky Soldiers*, a vertically scrolling shoot-'em-up with *Time Pilot/Time Soldiers* overtones (and a personal favourite of mine). Both are in the UK now, so get out there and play them!

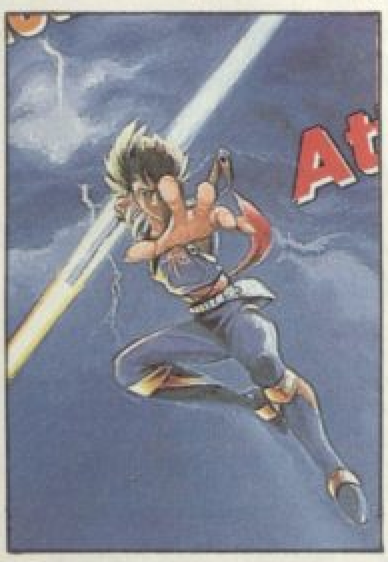
NAMCO – creators of some of the best coin-ops of recent times, had an outstanding helicopter simulator in the *Thunder Blade* tradition called *Metal Hawk*. With





similar armament to Sega's effort including an anti-aircraft gun and air-to-ground missiles and a height controller instead of the throttle lever this is one superb looking coin-op. Namco's Grand Prix racing game *Final Lap*, a non-starter in its 8 linked-together cabinets form has been converted into a dual upright version and has lost little in the transition. Namco also had on display the subtly named *Ordyne*, *Splatter House* and *Mirai Ninja*. **Capcom** who are now beginning to surge ahead in the field of PCB's reaffirmed their forward-looking position with new technology games on their CP systems. *Falcon* boasts outstanding graphics with a main character of olympic gymnast pedigree who leaps, runs, and slides all over the place defeating futuristic baddies. *Ghosts 'n' Ghouls*, the follow-up to *Ghosts 'n' Goblins* also looks extremely good and using the 26 inch monitors the game has graphics which push the boundaries of coin-op quality yet again forward. If this technology doesn't make its way to the UK arcade front it will be a very sad loss indeed.

Data East were present with *RoboCop* which is currently looking very good indeed and is ready for launch before the end of the year together with the *Battle Ranger* coin-op. *Battle Ranger* (known as *Bloody Wolf* in Japan) is a non-stop Rambo-esque charmer with a fearsome array of weapons for one or two players to let rip.



COBRA COMMAND

Data East

While we're all waiting for *RoboCop*, Data East content themselves with releasing fairly standard shoot-'em-ups such as this. Taking the form of a horizontal scroller, *Cobra Command* sees the player as pilot of an attack helicopter taking on entire air forces, armies and military bases. Tanks, jets, anti-aircraft guns, helicopters and other modern weapons of destruction fly playerwards to wipe him out. Extra weapons can be collected doubling firepower, upgrading machine guns to lasers, equipping the chopper with mega-bombs and more. All fairly standard stuff but highly playable stuff at that. The difficulty level is set just right, giving the player the first few levels to play around with and then coming down hard with the appearance of underground caverns and increasingly lethal mother craft at the end of the later levels.

In a lot of ways – particularly graphically *Cobra Command* is very similar to *P-47 Freedom Fighter* and has a certain amount of the Jaleco coin-op's playability and appeal although. There is little to make it stand out from the crowd but it's a natural for conversion to home computers.



A load of old Cobras well describes this tired old format

THE DEEP

Woodplace

US Gold have grabbed the rights to this rather pleasant little coin-op and as such is fairly topical. Unfortunately, despite well above average graphics and simple playability this uninspiring depth-charge-'em-up won't set the world alight and it doesn't even feature Jcqueline Bisset.

Set on the high seas, one or two patrol boats float along at the top of the horizontally scrolling screen. The boats are armed with depth charges for dropping on the aquatic wildlife and submarines in the depths far below. Homing torpedoes, Polaris missiles, mines, *Stingray* style vessels and other boat-wrecking hazards make up the threats to avoid or destroy. Bonus capsules which float up to the surface boost the boat's speed, increase depth charge power, give the player temporary invincibility and other normal features but of a marine vein. The depth charges take their time to float to their target so plan ahead using the map, submarines at different heights in the water pose further problems.

The Deep is pleasant for a couple of goes althrough its simplicity and repetetive gameplay soon takes away the enjoyment. This one will work better at home than it has done in the arcades.



A load of submarines this time, but where's Ms Bisset?



It is daybreak. You join the other pilots in the squadron crewroom to discuss objectives for the day ahead. Tactics, combat manoeuvres; all are captured completely by F-16 COMBAT PILOT. During your pre-flight briefing you instruct the ground crew on weapon loading and plan your attack…

The threat of imminent destruction and the stress of high-g combat you take in your stride. Your training perfected, you are now master in all five roles of the F-16, from air-to-air interception to interdictor strike.

F-16 COMBAT PILOT



Atari ST screen.

BLACK BOX SIMULATIONS

But now – Operation Conquest – the conflict you hoped would neve happen. Aircraft, ground forces and the entire strategic infrastructu is under threat.

You haven't faced anything like this before…ever!

ORDER YOUR F-16 COMBAT PILOT NOW.
Simply phone (0276) 684959 quoting VISA or ACCESS credit card number, name and address.

Digital Integration
The Real World of Simulation

Digital Integration Limited,
Watchmoor Trade Centre,
Watchmoor Road, Camberley,
Surrey GU15 3AJ (0276) 684959.

ATARI ST – £24.95. **IBM** – £24.95. **C64** CASSETTE – £14.95. **C64** DISK – £19.95. AVAILABLE 1989: **SPECTRUM** CASSETTE – £14.95. **SPECTRUM** DISK £19.95. **AMSTRAD** CPC CASSETTE – £14.95. **AMSTRAD** CPC DISK – £19.95. **AMIGA** £24.95. **AMSTRAD** PCW –

ROB STEEL'S GETTING ADVENTUROUS

STEEL SHAVINGS

I'd like to thank all of you who have written to me recently. If I get just one more letter I'll ask the editor if I can print them both.

Any road up (as they say when trying not to use 'anyway'), who's got time to read letters when adventures are appearing on my desk by the chest full. I pleaded with the powers that be and they eventually allowed me to have three pages this month – wow!

Two Level Nine adventure come under my scrutiny, neither of which are particularly impressive – one tells of Sir Lancelot's exploits and the other doesn't. But to save the day Psygnosis have released *Chrono-Quest* a brilliant, icon driven adventure through time.

LANCELOT

LEVEL NINE/MANDARIN
ATARI ST: £19.95

Let's travel back to – Days of old, when knights were bold and dragons roamed the land. 'Twas in this time, verse needn't rhyme, so there were a lot of people able to make a living out of being poets and minstrels.

Until the last two releases, (*Knight Orc* and *Gnome Ranger*), receiving a Level Nine adventure had been a pleasure. Believing things could only get better, it was with concerned interest and crossed fingers that I loaded their new three-part game, *Lancelot*.

Having seen all the films: *The Sword And The Stone*, *Excalibre*, *Monty Python And The Holy Grail* and having visited Cornwall on more than one occasion, I consider myself as knowledgable about King Arthur and his cronies as the next man. I felt it unnecessary to read the 'brief history' supplied with the game before playing – maybe later.

Once the familiar welcome/ information message scrolls out of sight, the opening line appears . . . YOU ARE TRAVELLING EAST ALONG ON A FOREST ROAD.! – Not a good start for the team who usually pay so much attention to detail.

It is on this forest road that you come across a bridge guarded by a particularly stubborn Black Knight, he refuses to let you pass unless you best him in combat. You, being the valiant hero, soon show him who's boss and eventually accept his submission. He reveals himself to be none other than King Arthur and invites you to his castle to meet on the morrow.

Fight knight

Getting to Camelot is fairly easy (especially if you FOLLOW ARTHUR), but knowing what to do once there is not so straight forward.

Sir Kay (whom you meet at the serfs' gate) seems not to think much of your appearance as he points you in the direction of the mews – a filthy place (no mews is good mews) where he considers your kind should spend the knight . . . er, night.

However, if you take time to explore the surrounding area, you should find Merlins' cottage – a much more comfortable place to rest your weary visor. On the morn, FIND ARTHUR and the plot really starts to roll.

Wandering around Camelot can get tedious, even kicking the odd peasant fails to make it more interesting. In fact inputting KICK PEASANT gives the response LANCELOT FOUND NOTHING OF INTEREST.!

Part 2 concerns your quest to basically interact with some bint named Damosel Maledisant, find Logoris and free the nine captive knights.

The third part features your quest for the holy grail whilst you attempt to avoid sin and remain virtuous. Very difficult

Lancelot allows you to RUN to places, FIND people and objects and get characters to undertake tasks for you. These so-called high level commands make part one ridiculously easy to complete and most of part two a text reading exercise.

Graphics throughout are very well done. Perhaps the same attention to detail should have been paid to the plot.

The book the game is based on; *Le Morte D'Arthur* by Sir Thomas Malory would probably be more entertaining than playing Level Nine's adventure.

POST SCRIPT

Buying *Lancelot* entitles you to enter the quest to find the holy grail and possibly win £5,000!

Thanks to Mr Marshall of



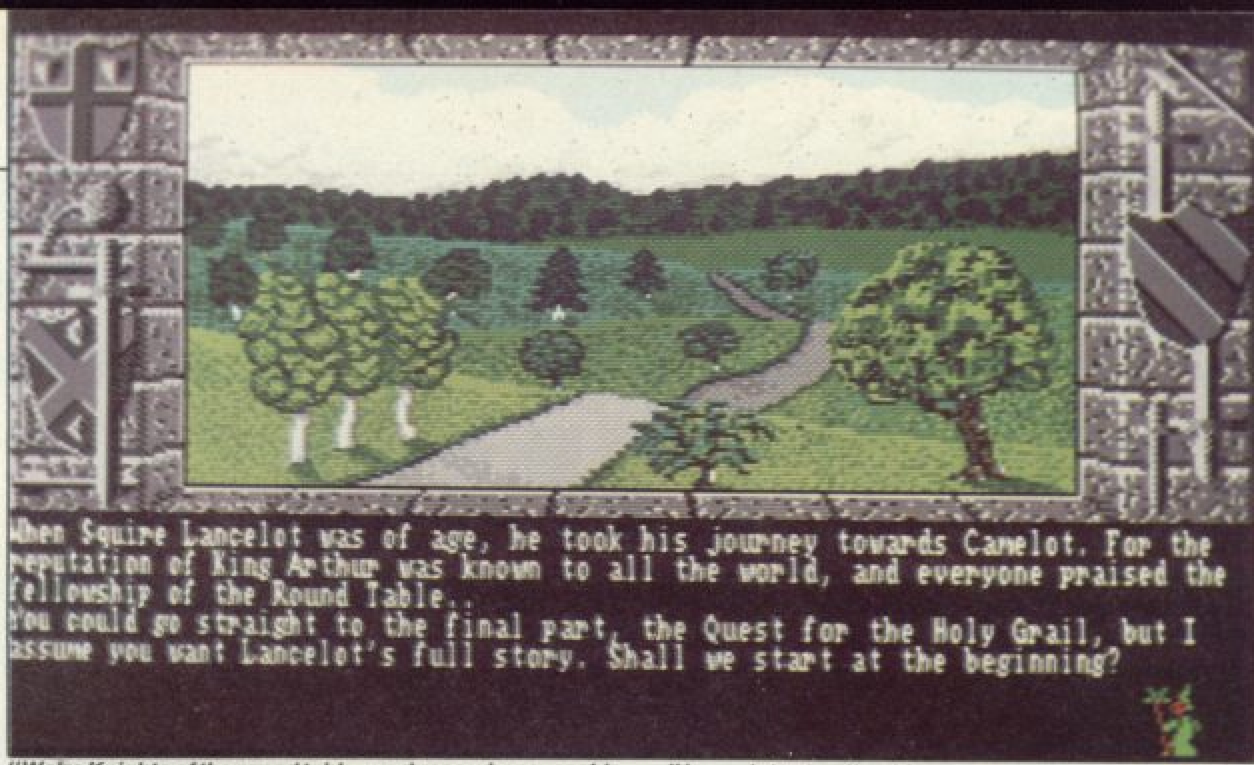
Arthur and Guenever on the throne! would you fall in love with her? Lancelot did – Amiga screen

Congleton, Cheshire for sending me the complete solution.

OTHER FORMATS

Lancelot is also available for: Atari ST and PC (£19.95), Spectrum 48/128 and Amstrad CPC (cassette £14.95, diskette £19.95), Commodore 64/128 (cassette/diskette £14.94), MSX 64K (cassette £14.95)

ATMOSPHERE 64%
INTERACTION 68%
OVERALL 66%

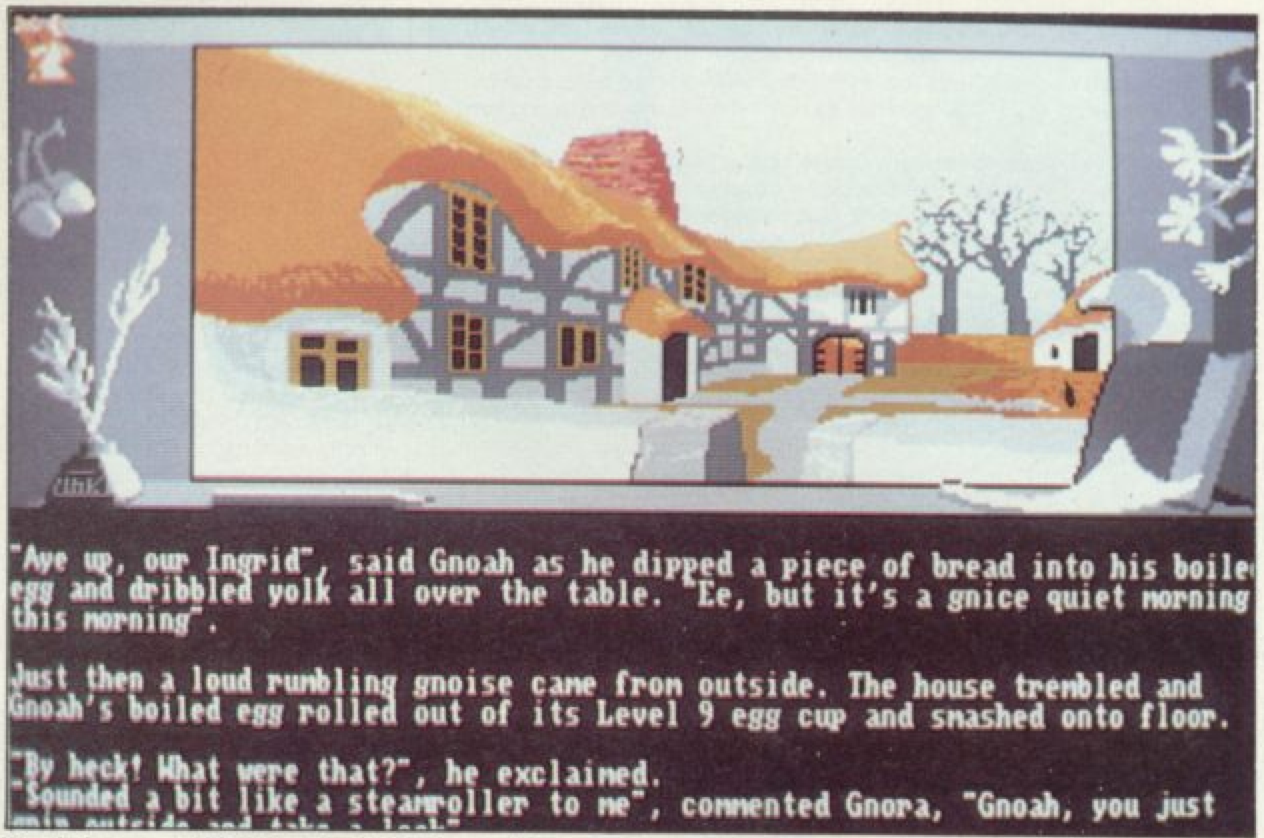


"We're Knights of the round table, we dance whenever able . . . " Lancelot sets off on his quest to become a legend – Amiga screen

INGRID'S BACK

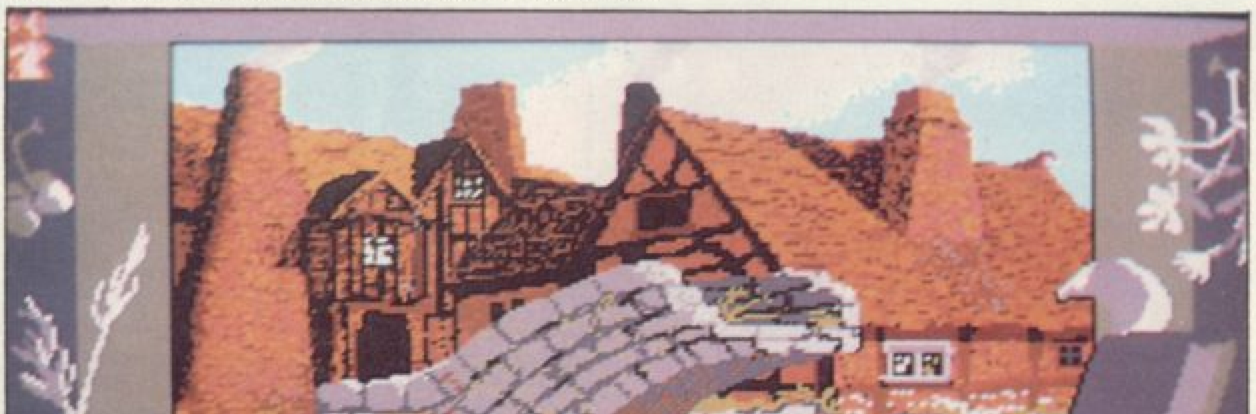
Level Nine
AMIGA: £19.95

Ingrid has returned from her forced holiday in the wilderness just in time. The dastardly Jasper Quickbuck, insider dealing lord of Ridley's manor, plots to steamroller the gnome-belt for yuppie housing. To the gnome's horror, Ingrid Bottomlow seems their only hope. When immovable market forces meet the irresistible Ingrid, will humour be the only winner? – if *Gnome Ranger* is a sample of its wit, then I doubt it!



Wandering around Little Moaning trying to get villagers to sign a petition is a little less than boring

Effective graphics do not make up for ineffective text and plot



The first of the three parts involves Ingrid wandering around Little Moaning trying to get her petition signed by the locals (not forgetting to put her own mark on it of course). This may sound tame to those of us who have travelled through time, faced the dragon Smaug and swashbuckled with pirates. But this is only because it is. Followed by Flopsy, your faithful dog, you traipse round the village hiding in bushes, delivering groceries and meeting mad gorillas. Part one is boring and unfunny with everybody standing around looking puzzled and scratching their heads. There was even a time when 'Ingrid seemed to be puzzled by something Ingrid has said.

Part two concerns the defence of Gnettlefield farm. More exciting than part one, it has Ingrid sabotaging the machine that is about to steamroller the gnome-belt. Judging from some of the phrases and people featured, one would think Level Nine are pining

for the days when they programmed *The Archers* adventure.

Daisy dotes

The third and final part is the best: Ingrid infiltrates the manor – with the help of cousin Daisy. It makes up for the poor start and mediocre middle bit.

Scenarios for adventure are getting sillier. Magnetic Scrolls's latest game, *Fish!*, reviewed last issue, is a case in point. Perhaps authors no longer have the imagination to come up with descent, sensible plots and have to rely on what they laughingly call humour to make up for poor storylines. It is sad that now we have the expertise to produce 'intelligent' interaction/parsers and high-standard graphics, the storylines are so dire. Imagine *Lord Of The Rings* programmed by Magnetic Scrolls or Level Nine!

I appreciate the technical side of *Ingrid's Back* but the characters and plot leave me cold – hopefully Level Nine's next release, *Spook*, will be an improvement.

OTHER FORMATS

Ingrid's Back **is also available on Atari ST and PC at £19.95, Amstrad CPC, Spectrum 48/128 (cassette £14.95, diskette £19.95) and Commodore 64/128 (cassette £14.95, diskette £19.95).**

ATMOSPHERE 56%
INTERACTION 76%
OVERALL 66%

CHRONO-QUEST

Psygnosis
ATARI ST: £29.95

The time: 1920 (that's the year not nearly half past seven): The place: your fathers chateau. It is here that you hope to find his latest and greatest invention: a time machine.

The bad news is: your father is dead; murdered, and you are the prime suspect. A letter left by your deceased dad leads you to think the real culprit was Richard, his less than dutiful servant. Unfortunately, Dick the butler has escaped to the future using the time machine. You have to follow him and bring him back to face the justice he deserves . . . or take the rap yourself.

Your first task is to find the spare time machine hidden behind the book case in the basement.

Placed around the chateau are magnetic cards which, when inserted in the control panel of the machine, transport you to differing time periods. In each you should find a quarter of another magnetic card which pieces together to allow travel to the future, and Richard.

Quest for chronos

Icon driven, instructions are given using the mouse. The greater part of the screen is taken up with very attractive graphic representations of your immediate surroundings, with a small panel below for text messages. Atmospheric music plays continuously, accompanied by the occasional sound effect.

Chrono-Quest is fun to play. The puzzles are not too difficult and progress is easily made. However, it does get tougher so the first sections of the game should be used as a training ground for what is to come.

Using an adventure style similar to that of Mindscape's *Shadowgate* and *Uninvited*, *Chrono-Quest* works very well. Mouse control, although not as flexible as text input, is fast and leaves little to misinterpretation.

Psygnosis are better known for their arcade adventures, their high game-standard has be retained for this, their first step toward the pure adventure world.

I look to the future for more.

OTHER FORMATS

Chrono-Quest **is available now on the Amiga and a PC version should be released around Christmas – both for £29.95**

ATMOSPHERE 89%
INTERACTION 79%
OVERALL 86%

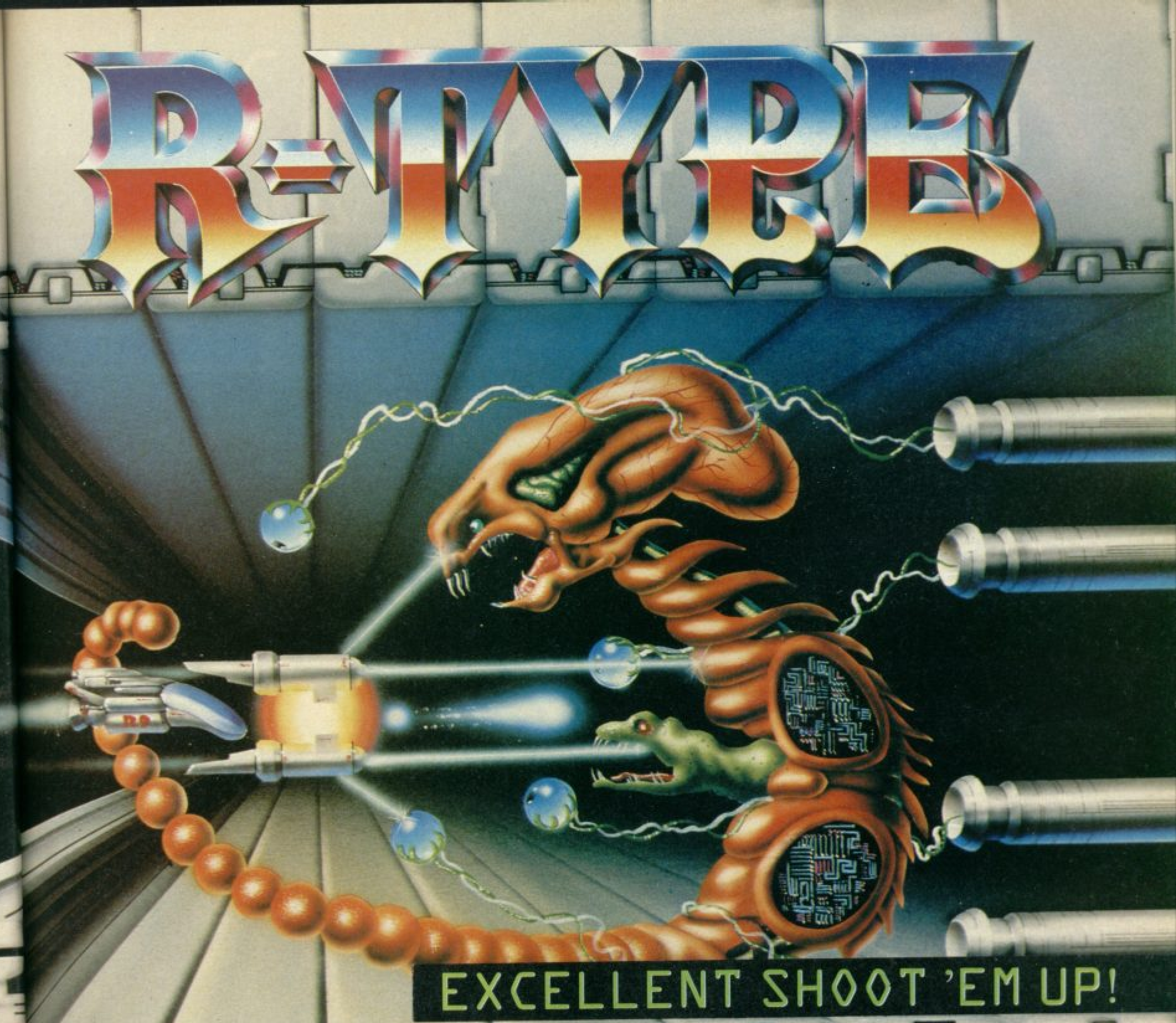
In your father's bedroom you come a cross a very handy rope and grappling hook – don't forget to look under the pillow though





The kitchen may look ordinary enough, but hidden somewhere is a safe containing a vital object


CHALLENGING + ADDICTIVE!
IT'S YOUR
R-TYPE
'ST version looks identical to the arcade version
– C & VG November
'An absolute must for Spectrum-blasting fanatics
– C & VG November
Mail order: Activision, Blake House, Manor Farm Estate, Manor Farm Road, Reading, Berkshire. Consumer Enquiries/Technical Support: 0703 229694



OLY DEFENCE

rsion
ember
atics
ember



Commodore 64 screen shots shown



Spectrum screen shots shown

ELECTRIC DREAMS SOFTWARE

Available on Commodore 64/128 cassette (£9.99) and disk (£14.99), Spectrum (£9.99), Amstrad cassette (£9.99) and disk (£14.99), Atari ST (£19.99) and on Amiga (£24.99).



4 SOCCER
Simulators
Richard – 'Pro Soccer's got everything! There's four soccer games – 11 A-Side Soccer, Indoor Soccer, Street Soccer (fouling allowed!) and Soccer Skills (with skill training – penalties, pushups, sit ups, weight lifting, dribbling and more!) – Superb Value!'
RICHARD DARLING
Research and Development
David – '. . . and Pro Soccer's got simultaneous 4 player action! It's taken our team of "Code Masters" over a year to perfect these football games. Don't miss out on the best all action, 4 player, football game ever! Absolutely Brilliant!'
DAVID DARLING
Television Promotions
1 11·A·SIDE SOCCER
2 INDOOR SOCCER
3 SOCCER SKILLS
4 STREET SOCCER
Code Masters
GOLD
AMSTRAD SCREEN SHOTS
£9.99 COMMODORE C64 TAPE (DISK £14.99)
£9.99 AMSTRAD CPC TAPE (DISK £14.99)
£8.99 SPECTRUM TAPE (+3 DISK £12.99)
£19.99 AMIGA
£19.99 ATARI ST
£19.99 PC AND COMPATIBLES
CODE MASTERS SOFTWARE CO LTD., PO BOX 6, LEAMINGTON SPA CV33 0SH

The Games machine

REVIEWS

LEAD REVIEW



46 ■ POWERDROME

Enter the twisting lanes of a sleek arena and kick-start your customised Typhoon aircraft into action for the chariot race of the future! Electronic Arts have produced a filled-in 3-D race game that brings the 24th annual Powerdrome race to your screen in breathtaking style. Hold on to your helmets!



65 ■ PAC-MANIA

Pac is back! When the TGM team first saw this coin-op conversion, we marvelled at its fantastic accuracy. Now, we just can't stop playing this addictive all-leaping, all-eating jaunt through 3-D maze worlds.

58 ■ OPERATION WOLF

The mechanical gun may be missing from Ocean's conversion of the smash-hit Taito coin-op, but the toughness is still present and correct. Machine-gun your way through hordes of blood-thirsty soldiers – but hey, let's be careful out there.

52 ■ ROCKET RANGER

The latest 'computer movie' from Cinemaware is their best yet. Strapping a jet-pack to your back, take to the skies of the 1940's and defeat the foul Nazi plan to dominate the world. Popcorn, anyone?



51 ■ KENSEIDEN

The cream of the latest crop of Sega games, our Ken's adventures take him across Japan (where else). Wielding his mighty weapon he battles demons, demons and more demons through temples of hectic arcade action.

VERSION UPDATE

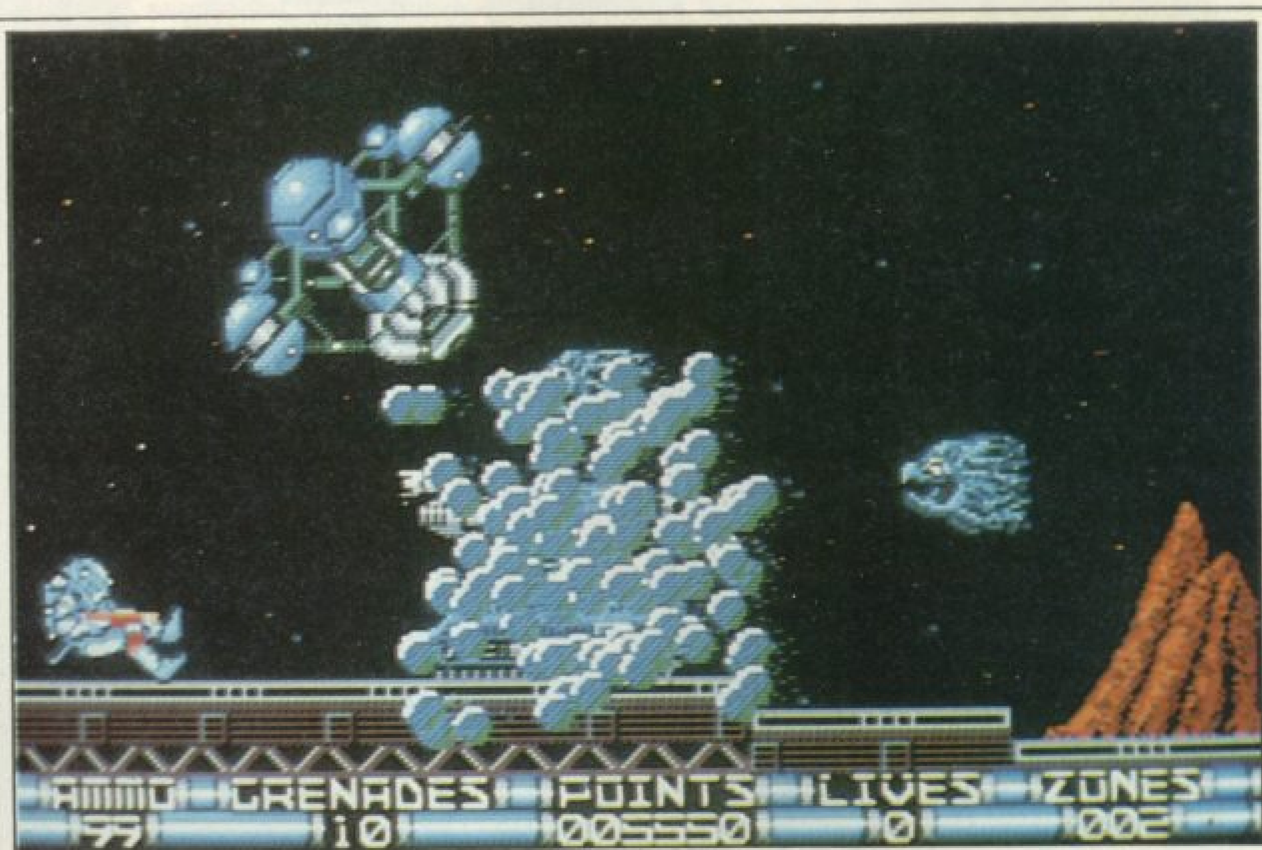
EXOLON
Hewson

Atari ST: £19.99

EXOLON was originally released for 8-bit machines before fulfilment came your way – ie before the existence of TGM – and can best be described as a problem solving shoot-'em-up (a bit like Claire Raynor armed with an M-16).

You take on the role of Vitorc, a heavily armoured humanoid who enjoys nothing better than a bit of blood curdling mayhem. Your aim in life is to blast everything in over a hundred screens of horizontally scrolling action. Obstacles vary from flying aliens to giant missile launchers. Each screen poses a new set of problems some of which can be overcome with weaponry, others rely more on your character's agility.

You are equiped with a laser gun and grenade launcher. On certain screens additional body armour is collected to transform Vitorc into the powerful Exolon. However, this protective exoskeleton is a hindrance on some screens.



Very smart graphics and tough gameplay combine to make a worthy conversion

The Spectrum original was undoubtedly one of the best shoot-'em-ups of 1987. Combining fantastic graphics and gameplay it really pushed its host machine to the limits. The ST version is not substantially different. The graphics are less impressive, indeed the main character has lost some of his impact and shrunk slightly, but animation and backdrops look good.

Progress is hard to achieve. The first level is near impossible at times and, while this does present a challenge, it ultimately results in frustration. *Exolon* can only be recommended for expert shoot-'em-up players.

ATARI ST:
OVERALL 72%

VERSION UPDATE

Pogo area

NEBULUS
Hewson

Atari ST: £19.95
Amiga: £19.95

EVEN ALIENS get tired of marauding. Some just want to settle down, build homes and have little aliens. However, many have chosen to settle on the already crowded planet of Nebulus. They've built eight tower blocks slap bang in the middle of the ocean without even so much as applying for planning permission.

The Nebulian residents society isn't having any of this and hire Pogo to pull down the multi-storey eye soars. To do this he clambers to the top of the building to activate the destruct mechanisms, and down they come.

The most outstanding aspect of *Nebulus* is its addictive playability – featuring no complex rules or controls to memorize. Amiga and ST conversions are excellant games. Visually there is little difference between the two, while sound is largely limited to spot effects. The only difference is speed, with the Amiga being slightly faster.

Pogo takes some stick as he attempts to reach the tower's pinnacle and topple it – Amiga screen



Nebulus is one of those rare games which is not only original but also enjoyable. Don't miss it.

ATARI ST: OVERALL 89%
AMIGA: OVERALL 89%

COMMODORE 64/128:
TGM002 90%
SPECTRUM 48/128:
TGM002 87%

THE ROTOR VICTORY

THUNDER BLADE
Mastertronic

The *Thunder Blade* coin-op has been a prominent addition to arcades for some time now. This follow up to *Afterburner* features a high bucket seat on which players perch precariously as they fight for their country's salvation – and draw attention to themselves.

Set in a Central American hot spot, rebel forces launch an all-out attack on your country in a bid to overrun it. Time is running out and the rebels are close to victory. This desperate situation demands that the advanced attack helicopter, Thunder Blade is brought into the fray – with you as pilot.

The carnage is set over four stages in different parts of the country, each stage having three sections. The first section, a cityscape, is a vertically scrolling shoot-'em-up with helicopters to shoot down and tanks to drop missiles on.

The second features the 3-D element as you fly through caverns avoiding stone pillars and destroying enemy craft and vehicles.

The third section is set deep in the jungle and returns to vertical-scrolling mode to confront the end-of-level enemy vehicle. Success brings the reward of further levels.

A young blade
The console game departs from the coin-op with freedom of movement restricted to flying down a solitary avenue between buildings, pillars of rock, jungles and oil tanks. A stage has also been lost and attack sequences changed, although the constant onslaught by the enemy ensures a hard ride. The vertically scrolling stages are not the most challenging, but the 3-D section is a killer. Bullets home in with unerring accuracy and the speed of the action really gets the adrenalin going, more so in the later stages where the rebels throw everything they've got at you.

Unlike the coin-op, your ships height remains constant and the buildings below don't employ layered graphics to create the sensation of height. Perhaps the infamous Sega 3-D Glasses could have been utilised.

Thunder Blade will be a success not only thanks to its arcade roots but because playability and difficulty are pitched just right.

OTHER FORMATS

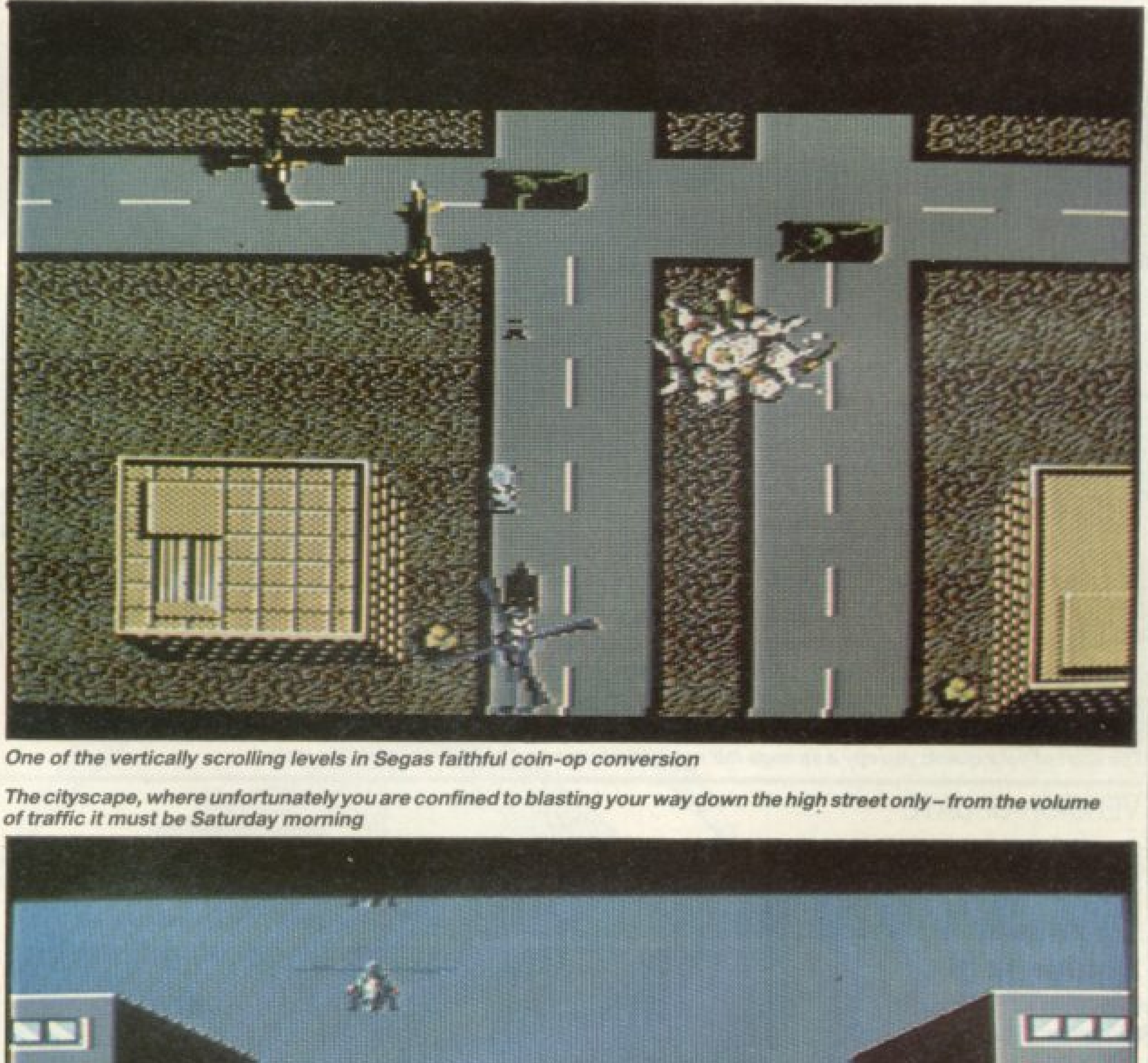
US Gold **are to release computer versions in the very near future: Spectrum 48/128 Cassette £8.99, Diskette £12.99, Amstrad CPC and Commodore 64/128 Cassette £9.99, Diskette £14.99, Atari ST £19.99 and Amiga £24.99**

SEGA
Two Mega Cartridge: £24.95

Sporting an excellent sprite of the Blue Thunder **look-a-like helicopter,** Thunder Blade **shows off the Sega's capabilities well. Graphic definition and use of colour is an improvement over previous Sega games – although still a little crude in the early stages. Like all good games, perseverance and progression are rewarded with better graphics – which compare admirably with the coin-op.**

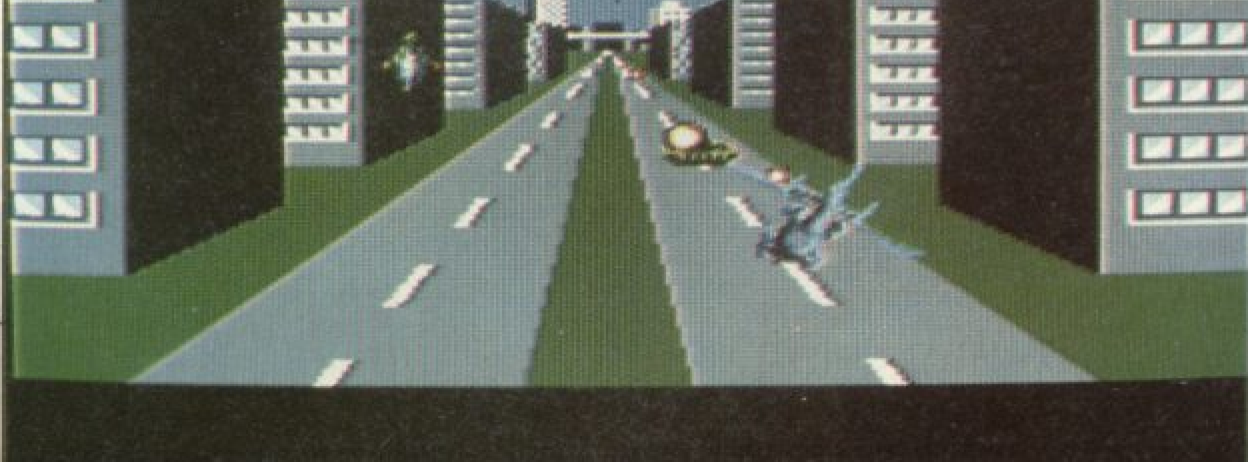
OVERALL 76%

"The vertically scrolling stages are not the most challenging, but the 3-D section is a killer."



One of the vertically scrolling levels in Segas faithful coin-op conversion

The cityscape, where unfortunately you are confined to blasting your way down the high street only – from the volume of traffic it must be Saturday morning



ROLE BRITANNIA

ULTIMA IV
Origin Systems/Microprose

The warring is finally over – at least for now. Over the past two decades, the people of Britannia have faced the Triad of Evil, and, with bands of heroic warriors to help them, have survived.

Now that the Evil has gone, thoughts go to peace, personal betterment, and improving standards of life. The religion of Avatar holds the key to inner peace – its eight Virtues only obtainable through quest. Enlightenment can be found from the secrets held within the people and places of Britannia, though thus far only a few followers have discovered even a few of the Virtues.

Back to the present . . . You discover a strange fair taking place in a field beyond your home. Drawn to a small gypsy caravan, a fortune teller asks you a series of moral questions. As you answer these (in the game introduction), your starting Virtue levels are decided. You are then transported to the island of Skara Brae, where your quest to achieve the eight Virtues begins.

You (and eventually your party) are shown as a figure on the map – which fills the majority of the game screen. Party list/attributes, assets (food and gold) and command area are shown on the right. Mouse control guides your party around the varied terrain.

Each party member has strength, dexterity, intelligence, experience and magic points, but most importantly, hit points which determine his health.

Talk a good fight

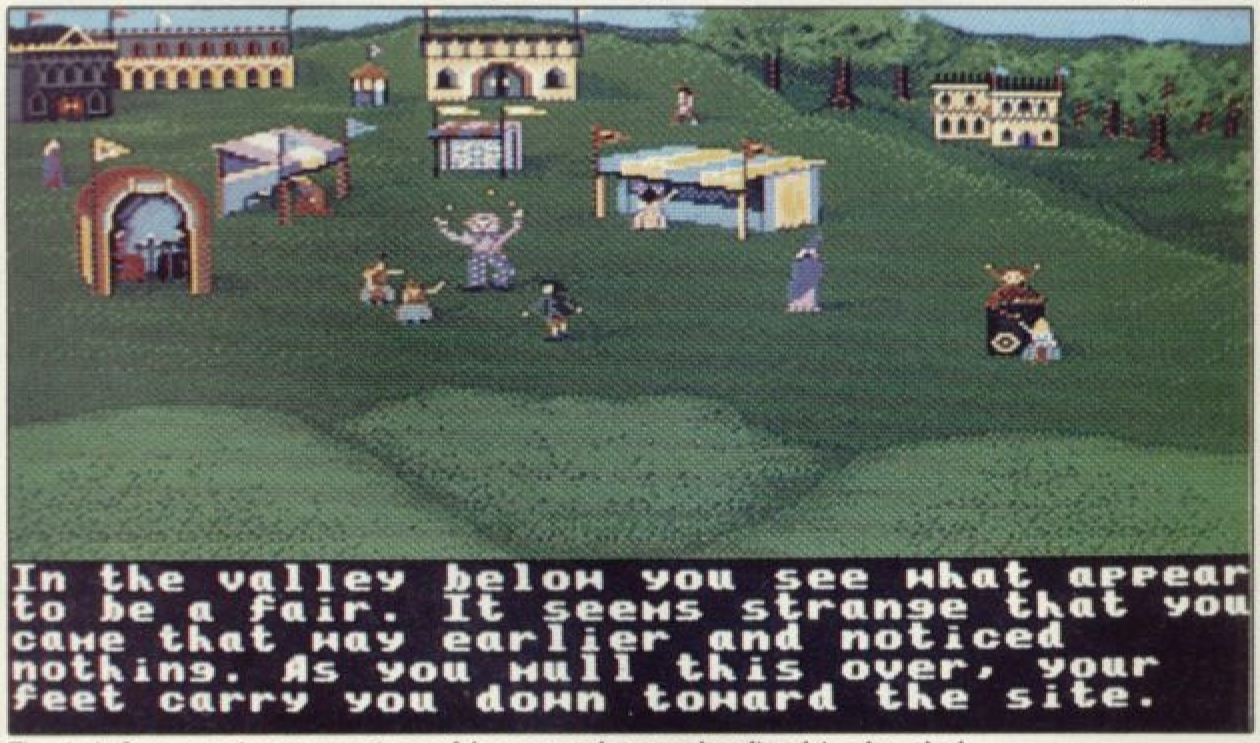
There are a total of 26 commands, accessed from a list via mouse or entered from the keyboard. In order to complete the game a compliment of eight characters are needed. As well as recruiting members with TALK, this useful option can help you discover information, and reason with irritable creatures. Should it fail with the latter, ATTACK may prove necessary.

In combat and built-up areas, the map is replaced by a closer view of the surrounding area, each character individually displayed. Control alternates between party members, who direct their blows with a cursor, or perform other relevant actions.

26 varied spells – superbly detailed in a book supplied with the packaging – can be cast with the necessary ingredients and magic points.

As the nature of your quest implies, combat does not play such a major part as it might in other RPG's. Beginning on your own, the TALK command should be used immediately, and needs speedy mastering to gain friends. Once its style is adjusted to, it works adequately, combining well with the combat system.

The vast playing area's features are detailed in *The History of Britannia*, a well-illustrated manual setting a high presentation standard similar to that of the program.



The start of your quest: you spy a strange fair near your home and can't resist a closer look

AMIGA
£24.95

Before play begins, a character disk has to be created, a tedious process but necessary for the game-save option, vital for a game of this size. The simple graphic presentation sticks to the usual Ultima look, but could have been greatly improved, given the Amiga's capabilities. Sound is a single background tune, which soon grates on the ear – again, too literal a conversion from the PC original. However, playability matters most, and Ultima IV has hours of this.

OVERALL 86%

OTHER FORMATS

A PC (£24.95) and C64 version (disk only, £19.95) are already available, released in 1986.

"Combat does not play such a major part as it might in other RPG's"

VERSION UPDATE

SALAMANDER
Imagine

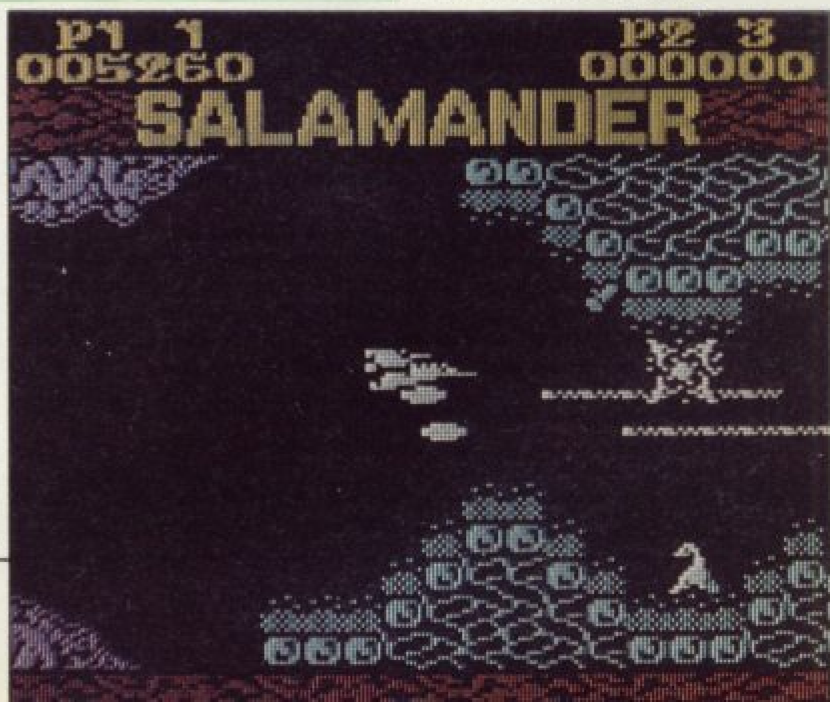
A tough game to play, interest could soon wane in this version of the classic shoot-'em-up

Spectrum 48/128:
Cassette £7.99,
Diskette: £14.95

CAST as a joystick wielding hero, it is your job to journey to hell and beyond; confront the huge brain which controls the Salamander's organic monsters of destruction, save the galaxy – and get home in time for tea.

Salamander alternates between horizontal and vertically scrolling levels, each further divided to different terrain types requiring various styles of play.

Bonus weapons are picked up when waves of aliens are annihilated. A guardian alien protects the entrance to the next level, the defeat of which is not easy.



The general feel of the spectrum game is faithful to the arcade original, but a few omissions detract from gameplay. For example, when your ship is destroyed all additional weaponry is lost with no easy way to recover it.

Unlike the C64 version, this conversion is just too hard. The game is quite slow but the alien waves make it extremely difficult to complete a level.

Sound is limited to spot effects and graphics are largely monochromatic. Although neither are serious drawbacks, *Salamander* would be more compelling if it were slightly easier.

SPECTRUM:
OVERALL 52%

COMMODORE 64/128:
TGM011 66%



INTRODUCING THE FASTEST CRAZIEST GAME SHOW ON EARTH
REQUIRING FAST REFLEXES…NERVES OF STEEL…AND A PASSION FOR PAIN.
THE BOBBY YAZZ SHOW
ACTUAL SPECTRUM SCREEN SHOTS
AND TO GUIDE YOU THROUGH IT HERE'S THE MAN WHO CAN…
THE HOST WITH THE MOST…THE ONE AND ONLY…BOBBY YAZZ!!!
THE BRONX CLUB
FOR FREE MEMBERSHIP WRITE TO
P.O. BOX 910, LONDON N11 1TJ.
The Bobby Yazz show is a totally addictive and excellently presented game that will bring hours of fun!!…85%…CRASH.
A Novel idea and one that I can see being copied quite a lot…C & VG.
SPECTRUM
tape £7.95
COMMODORE 64
Tape £9.95
Disc £14.95
DESTINY
COMING SOON
ATARI ST
Disc £19.95
AMIGA
Disc £19.95
IBM PC EGA/CGA
Disc £19.95
SALES AND MARKETING BY
THE BIG APPLE
Prestwich
Company
NOW AVAILABLE IN AUSTRALIA FROM Y.P.A.
© 1988 DESTINY SOFTWARE
℗ 1988 THE BIG APPLE ENTERTAINMENT CO LTD. ALL RIGHTS RESERVED. UNAUTHORISED COPYING, LENDING, OR RESALE BY ANY MEANS IS STRICTLY PROHIBITED. "DESIGNER PACKAGING" © 1988 THE BIG APPLE ENTERTAINMENT CO LTD. PAT PENDING. THE BIG APPLE ENTERTAINMENT CO LTD. PRESTWICH HOUSE, UNIT 12 BRUNSWICK INDUSTRIAL PARK, BRUNSWICK WAY, NEW SOUTHGATE, LONDON N11 1HX

CLEVER DIC

HOSTAGES

Infogrames

Terrorists have occupied the Embassy STOP. Occupants taken hostage STOP. Terrorist demands unacceptable STOP. Recapture Embassy and rescue hostages STOP. Terrorists armed and dangerous STOP. Good luck STOP.

Hostages opens with the terrorists stealing into the Embassy and taking the diplomats hostage. A difficulty menu follows, where selection of command level and mission type determines the number of terrorists and their powers of cunning.

Your rescue mission is accomplished with three marksmen and three members of the Direct Intervention Combat team (DIC). The game is split into four distinct sections.

Your first task is to position marksmen around the embassy to provide covering fire for the DIC. A map shows places where your men may provide optimum cover. They run though the surrounding streets dodging terrorist search lights and bullets while ducking and diving in and out of buildings. Once the marksmen have been positioned it's time to call in the DIC.

The DIC are deposited on the roof of the building by helicopter. They enter the embassy by abseiling down its sides and through one of the many windows. This requires precision – one small error results in your man plummeting to his death.

We're abseiling

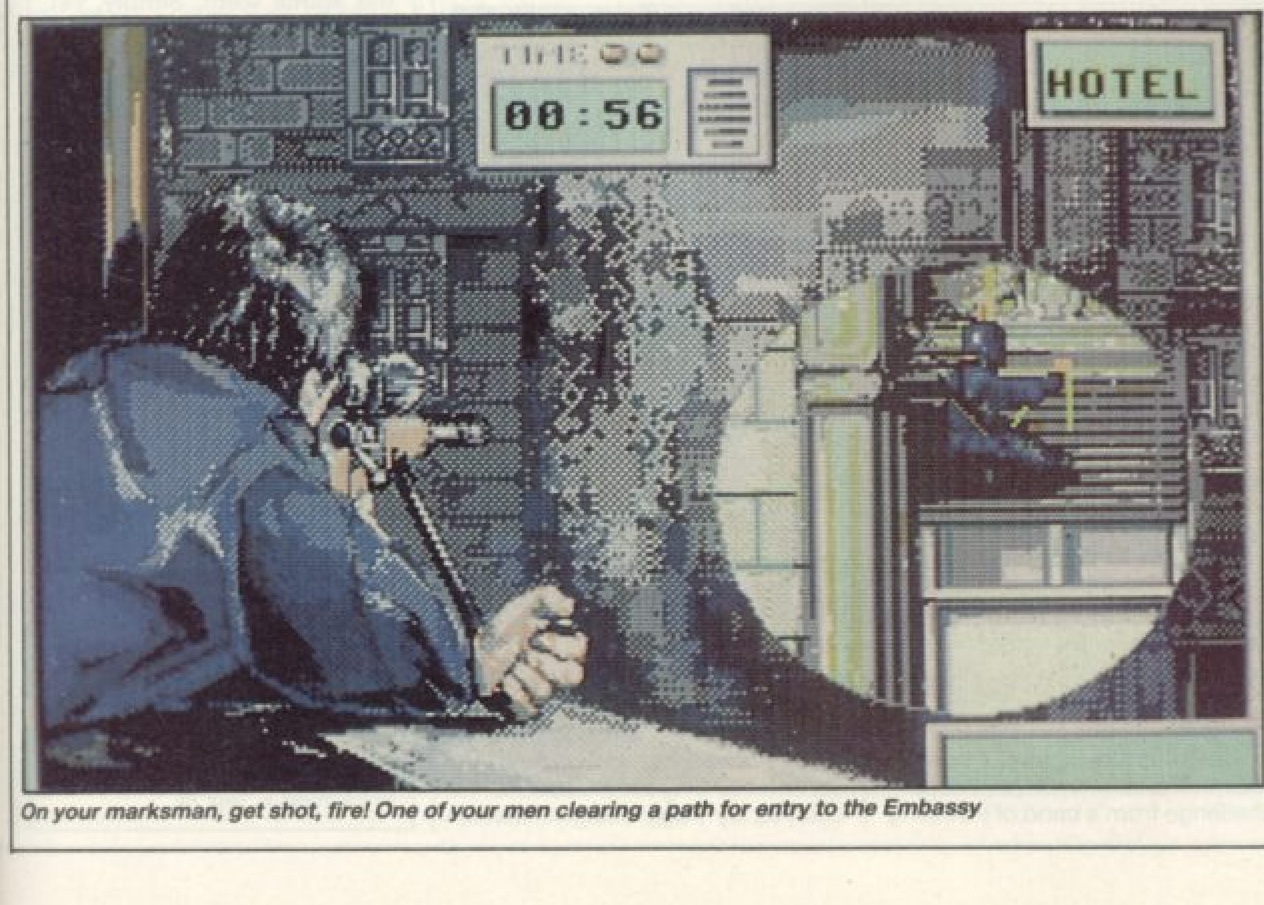
Abseiling into a room full of terrorists is not a healthy pastime; this is where your marksmen come in. Terrorists systematically patrol the interior of the embassy checking for intruders. Using the telescopic sight on your rifle, you can take out any enemy stupid enough to dally in front of a window. Unfortunately it is impossible to distinguish between the silhouettes of terrorists, hostages or even members of the DIC. Marksmen should be used with care.

The final stage is best, it features a change in presentation style. The other sections of *Hostages* are presented in the third person while in the final stage you view the game through the eyes of a DIC member. You search the corridors and rooms of the Embassy for terrorists and hostages. On locating an enemy, it's real shoot-from-the-hip stuff. Whoever is quickest on the trigger lives to fight another day. However, some caution must be exercised as terrorists often drag hostages around with them, and civilian deaths don't go down well with the media or defence ministry.

Hostages looks very much like a re-enactment of the SAS raid on the Iranian embassy. The scenario and presentation bare more than a passing resemblance to the events of May 1980. But life often does present the best game scenarios.



An uncharacteristically peaceful scene from **Hostages**, *belying the action to follow*



On your marksman, get shot, fire! One of your men clearing a path for entry to the Embassy

ATARI ST
£24.95

The action in Hostages **really gets the adrenalin pumping. Graphics and sound are used effectively to create a gripping atmosphere. The graphic sequences between stages are nice to look at but become tiresome when the novelty value wears off. What** Hostages **does have is gameplay in abundance. Unfortunately, once the mission has been completed there is little enticement to try it again at a more difficult level.**

OVERALL 77%

OTHER FORMATS

Amiga and PC (£24.95) to be released during the first week of November

"Whoever is quickest on the trigger lives to fight another day"

PRESS ANY KEY

SIR! COME NAVIGATE

AROUND THE WORLD IN 80 DAYS

Pandora

In today's world of soaring house prices and huge tabloid Bingo prizes, £20,000 may not seem much. But in 1872 (and to a certain Mr Phileas Fogg) it is an extraordinary amount of money. It represents all that he owns, and all that he may now lose in a spur-of-the-moment bet.

Fogg was always thought an unusual gentleman by his fellow members of the Reform Club, and one seemingly ordinary evening, he proved it. He claimed that he could circumnavigate the world in 80 days. Those present found this quite amusing, but Phileas put his money where his big mouth was and bet £20,000 that he, aided by his butler, Passepartout, could do it.

Control is based around a map of the world, with your current position shown by a flashing marker. A calendar, starting on October 2nd, helps you gauge your progress, which can be aided by the Bribe option. Here, you can offer a fraction of your £20,000 to the driver of the current mode of transport in order to make him go faster. Money spent here can be regained by gambling in Card games. In multiples of ten, cash is bet, then a series of six cards is upturned as you decide whether you think the next card will be higher or lower in value than the preceding one.

The arcade sequences are set in four countries along your route. They may be tackled directly (but you might not make the deadline) or played in the sequence your journey takes.

The first port of call is India. Passepartout explores the jungle, and is attacked by natives and giant eagles. Luckily, he has a plentiful supply of spears to defend himself, although he is restricted by a time and energy limit. The exit is through a strange temple inhabited by animated statues, snakes and rats.



Looks good but plays badly, in this case we think Phileas Fogg should have stayed at home – ST screen

Not in this game you don't

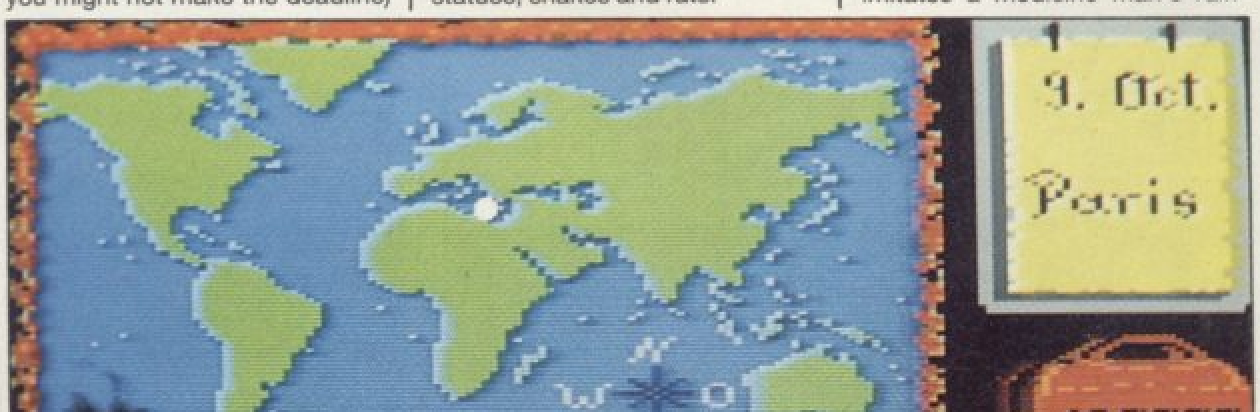
In Japan, the duo need a boat to reach America and so accept a challenge from a band of travelling acrobats. You steer Phileas left and right as the base man in the formation of a human pyramid. Acrobats leap through the air to hopefully land in the correct position, but charge £1000 for each attempt. If the six-man structure is formed within the time limit, Fogg is given their boat.

America: Fogg has been taken prisoner by Indians and Passepartout dodges wolves and imitates a medicine man's rain-dance to escape the tribes wrath and rescue his master. The journey is continued by a sledge riding arcade sequence.

Back in England, success is delayed by Fogg being mistaken for a bank robber and thrown in jail. Can he escape the dungeons, dodging creepy creatures, and reach the club before the 80 days are up? Do we care?

Around the World in 80 Days tries to mix arcade and simple strategy elements, rolled up in an original scenario. Unfortunately, it fails to create anything of interest. The higher/lower card game requires minimum intelligence (and maximum luck) and bribes are just a matter of how much you think you can afford. The arcade stages are simply implemented and utilise poor control systems and response.

It seems hardly possible, but *Around The World In 80 Days* the game, is actually more boring than the book.



Higher higher! Play your cards right and you could top up your travelling expense account – C64 screen

ATARI ST
£19.95

Occupying three disks, it makes us wonder where all the space went. Simply, yet effectively drawn, the map/options generate enthusiasm for what turn out to be weak arcade sections. A crudely designed and minimally animated main sprite moves across simple backdrops to form insipid action with thin sound effects.

OVERALL 40%

COMMODORE 64/128 MACHINE
Cassette only: £8.95

This is the only version which features the introductory 'short film' mentioned in the instructions. This good sign leads into the most playable version, whose graphics fit the C64 style. Unusual sound-effects don't hinder the faster-paced action which offers some challenge.

OVERALL 45%



Is that Fogg on the horizon? No, it's his servant Passepartout searching the jungle to find his master – Amiga screen

AMIGA
£19.95

This has been 'improved' with sampled sound effects which are largely inappropriate to the action – a fired crossbow bolt sound when a spear is thrown, for example. Sprites are slightly enlarged and smoother in movement but scrolling is equally horrendous.

OVERALL 42%

OTHER FORMATS

A PC version is imminent, the price is to be finalised

"The arcade stages are simply implemented and utilise poor control systems and response."

VERSION UPDATE

NETHERWORLD

Hewson

Atari ST: £19.99
Amiga: £19.99

TRAPPED in Netherworld, your salvation lies in the form of diamonds which can buy you a journey home. Spread through 12 levels, a set amount is collected within a time limit to access the next level. Precious extra seconds can be gained by collecting hourglasses.

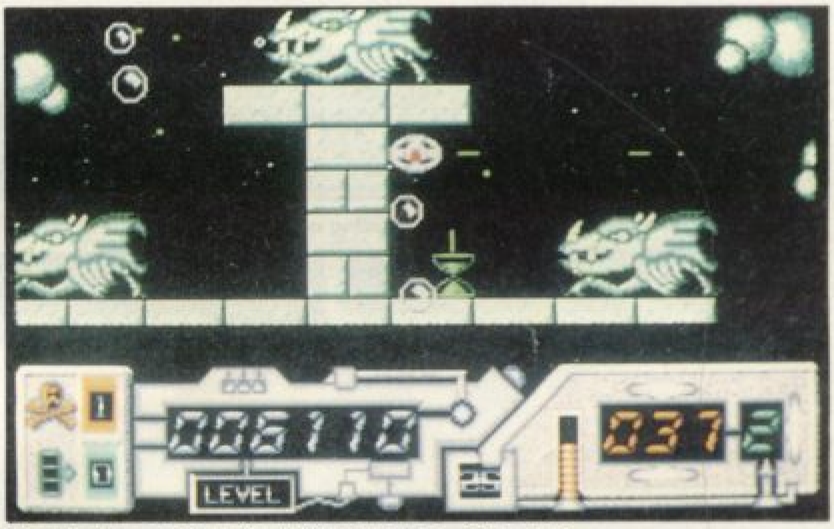
Demons spit out poisonous bubbles and generators produce various creatures, all of whom wear away your shield on contact. When shot, enemies often leave behind floating icons, which can give the ability to smash blocks of scenery, kill demons, increase ship speed, bonus points, or give a mystery effect.

Both 16-bit versions have the same look, featuring an attractive metallic status panel whose sheen continues on your ship. The increased resolution and colour capabilities available have been used to slight effect, the largely grainy landscape only a minor improvement over the cleverly drawn C64 version.

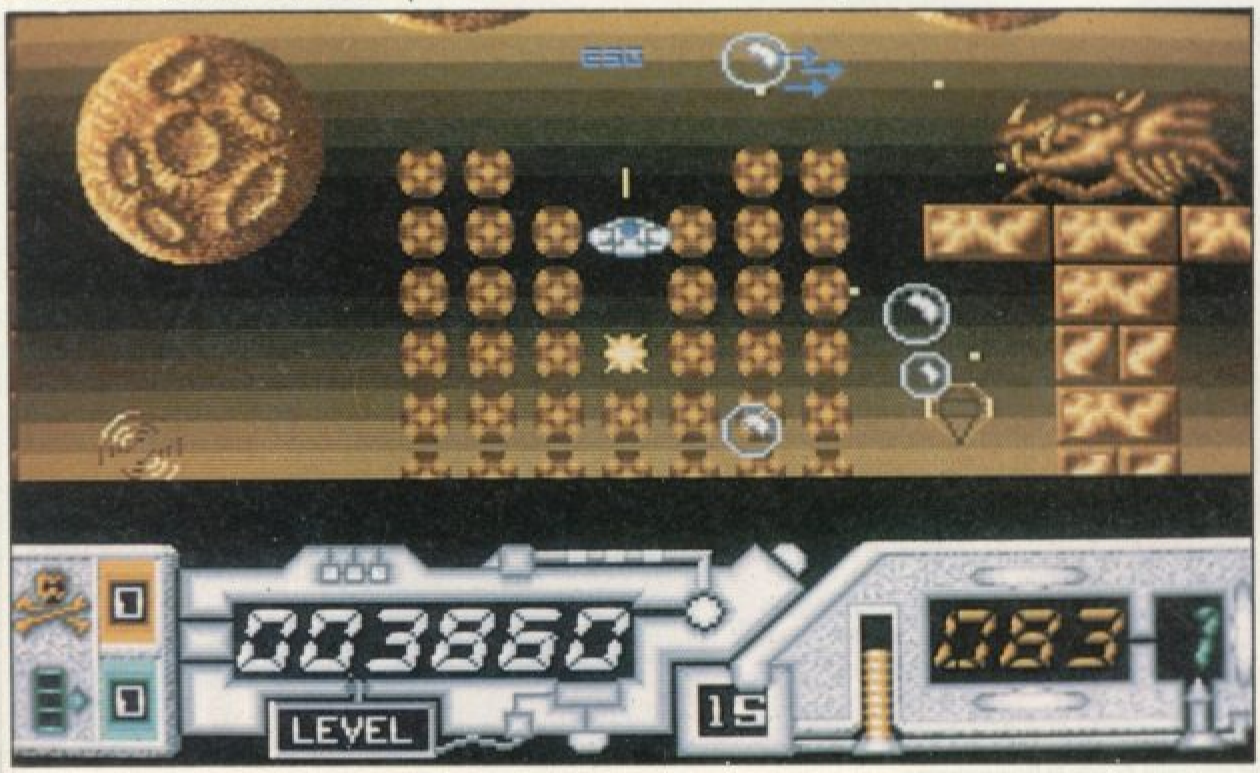
Control response is over-sensitive on the Amiga, making the craft tricky to manoeuvre at first, whilst ST movement is less lively.

The fast frantic action provides addictive fun, and lasting interest is added by the ability to start on levels five or nine (once they have been reached by working through the stages).

The feeble sounds used on the ST rendition of the theme are of a similar standard to the old-fashioned in-game effects. The atmospheric samples on the Amiga are some consolation to the bland death-march interpretation of the original.



Frantically searching the Nether-regions – ST screen



More diamond hunting on level two of Purgatory – Amiga screen

ATARI ST: OVERALL 74%
AMIGA: OVERALL 75%

COMMODORE 64/128: TGM010 78%

TYRELESS RACERS

POWERDROME
Electronic Arts

Take a futuristic Ben Hur, replace chariots with spacecraft, add the best elements of Electronic Art's previous racing game *Ferrari Formula One*, throw in five mean racers and you've got *Powerdrome*, written by newcomer **Michael Powell**. Let's go trackside . . .

"Welcome viewers to what must be THE Powerdrome race of the century here at the Apocalyt track on the Sulphur world of Vaagner. I'm Drofsnam Yelsel and you privileged humans, aliens and single-cell life-forms watching will soon see and experience the breakneck racing of the Powerdrome XXIV!

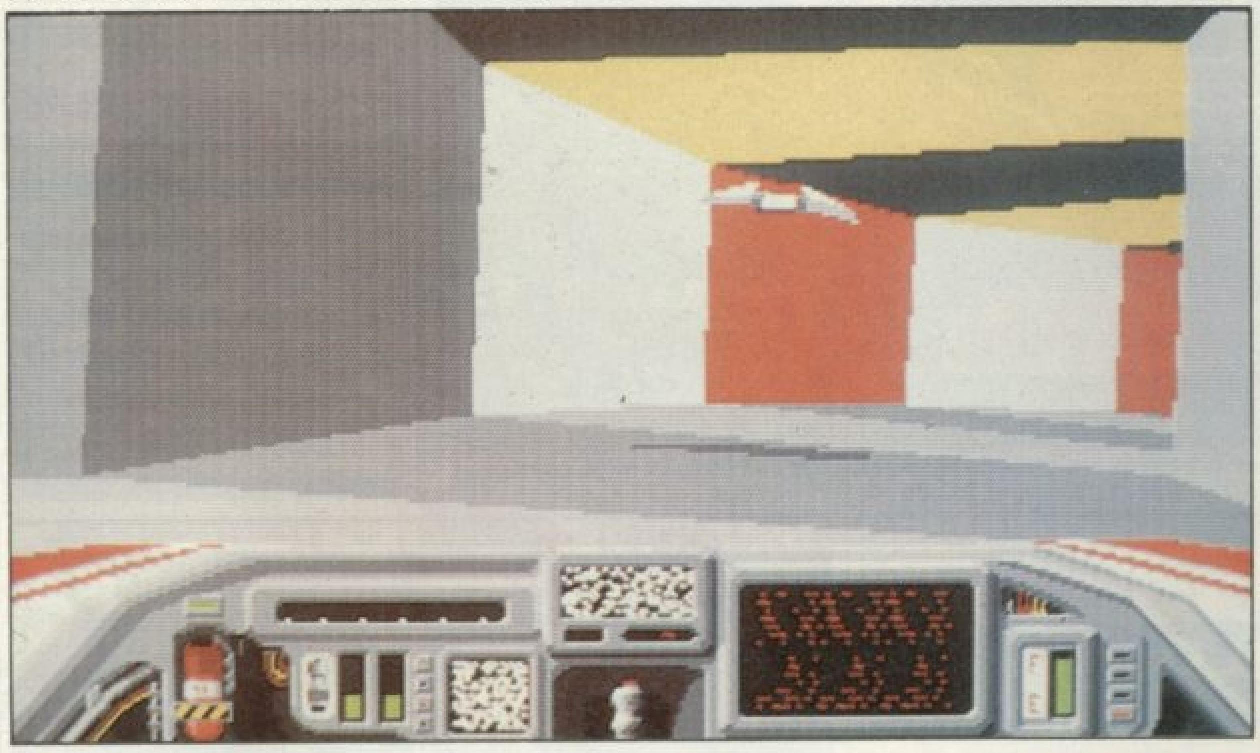
For those of you who've just come back from a tour of the Outer Spiral Arm, here's a brief run-down of what Powerdrome is all about.

Powerdrome brings together five hot-shot contestants from across the galaxy for a season of races on five alien worlds. Each track has its own unique layout, with hairpin bends, tunnels and corridors, death defying downward-spiralling passageways, crusher blast doors and more twists and turns than a Anturian Two-Headed Rattlesnake! The objective is to stay alive long enough to win!

Prestige, glamour and the Cyberneufe Trophy are the incentives to become prince of the Powerdrome. The honour is not in taking part, but in winning!

I'm being told by my colleague that the Typhoon racers have completed their practice and qualification runs to determine start positions and the 50 lap race is about to begin . . . Over to you at the trackside, Llenparhs Aras!"

"Thank you Drof. The starting lights are on and you can feel the tension as the racers wait to go . . . They're off! Correction, Number 4 isn't. It seems that not only was he slow in starting his craft but that he's chosen the wrong type of filter for his engines! A Typhoon without the correct filter for the atmosphere isn't going to go very fast. Number 4 has effectively blown his chance of



Going underground in one of the many twisting courses



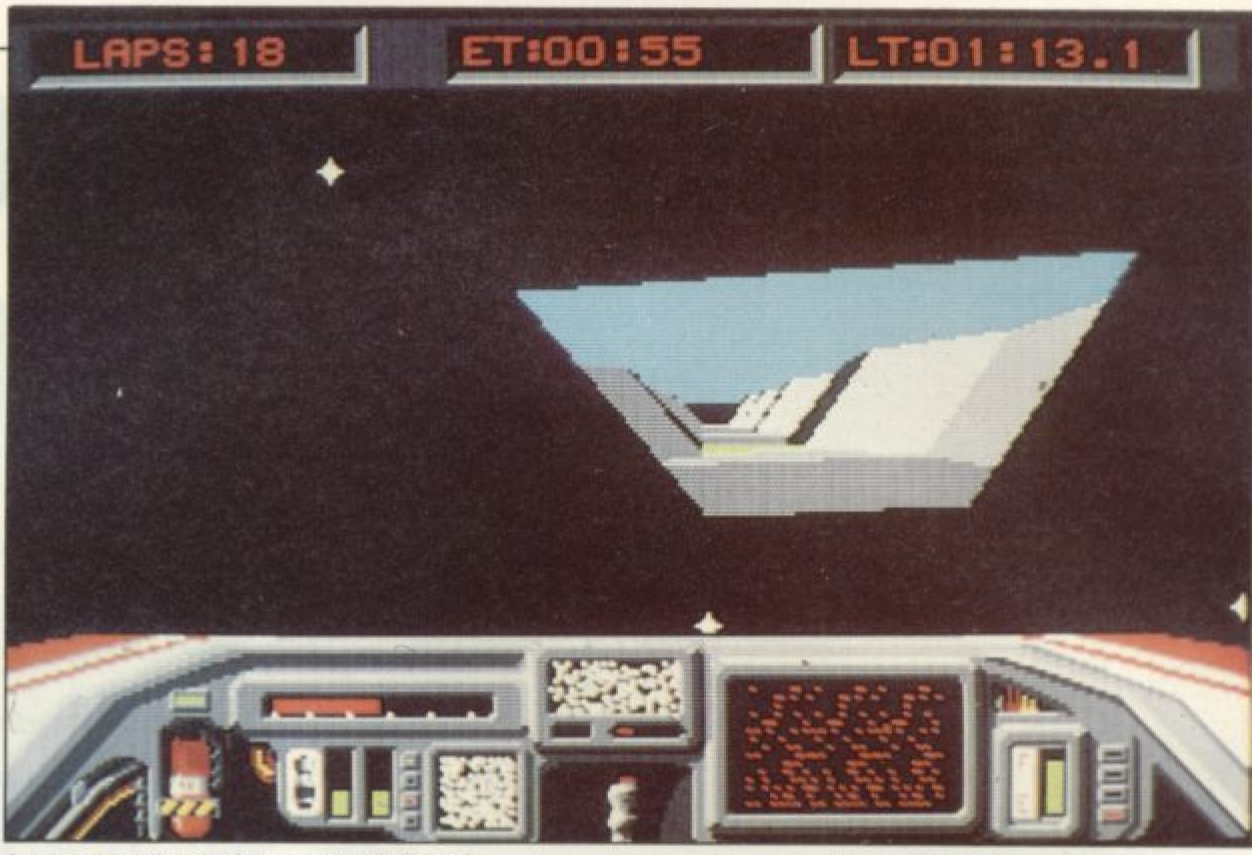
Stomach-churning screen-lurching fun as you race to win in Powerdrome

winning! Maybe he should try a Sulphur Atmosphere Filter next time!

As we follow the rest round via the Hova-Camera, we see Number 1 zooming to first place. Having won three out of the past four races he's well on his way to getting his tentacles on that golden trophy!

Number 3 is slowly catching up on the leader with Number 2 in third place, but disaster has befallen Number 5, he's all over the place! He bounced off the sides of the chicane, mis-timed the vertical dive into the tunnels, ramming the ground in the process and then collided with Number 4! The resulting mess is a craft with both wings damaged and a smashed nosecone. Unless he limps into the pits and gets his Typhoon repaired soon he's going to be in big trouble wrestling with those unstable controls!

Halfway through the race and Number 1 is having to refuel, that Nitra/Mono Premium combination engine of his sure loves guzzling fuel! Number 3, with his Economy Special engine, is doing fine but hang on, Number 2 looks to be in trouble! Yes, he's out of it as well! Number 2 tried to kick in the afterburner while going down the straights and mis-judged the increase in speed. He's hit the floor and blown up both engines! Looks like he'll have to request a rescue craft to tow him back to the pits!



Approaching the pits for some hurried repairs

Lapping it up

Uh oh, looks like there's a storm brewing. Time for everyone to change to Particle Filters if they don't want Filter Malfunction.

Number 1 is back in the race again only seconds behind Number 3 and with just five laps to go things are really beginning to move. While Number 1 was in the pits he customised his craft and has now gone for a large aerofoil, giving him rapid yoke movement coupled with large speed brakes. The latter change allows him to do those spectacular hard-brake turns you're seeing right now!

With less than two laps to go, it's a two craft race. Number 3 is still hanging on in front with Number 1 breathing down his neck. Whoops!, Number 1 nearly didn't make it then, missing that lap bridge overhang by microns. Now isn't the time for either racer to start making mistakes!

Having passed through the tunnels they're now into the home stretch, both craft pass through the final set of bends in unison and it's going to be very, very close. They're neck and neck and . . . Number 3 is out of the race!! He tried to go for a final afterburner burst across the finishing line and caused both engines to overheat! The craft is falling to the track floor in a smouldering heap, a nose away from the finishing line.

Number 1 claims the trophy! Catastrophic for Number 3 but victory in the Powerdrome XXIV for Number 1 from the old world of Terra! What a race! Back to you in the studio Dorf!"

"Thanks Llen! Well that was the closest race I've seen in a millenia! But as we leave Number 1 racer to finish his lap of honour, don't forget the XXV Powerdrome Races next season brought to you by us, broadcasting galaxy-wide, and Electronic Arts. Be there!

And now a word from our sponsor . . . "



This may be the pits – but the game certainly isn't

ATARI ST
£24.95

Powerdrome **is THE game for those of you with racing spirit. At its simplest level roaring around devilishly designed tracks is immensely entertaining, the four other superbly skilled racers (or a friend with another ST and the proper connection leads) push you into going ever faster and taking greater risks. The** Ferrari: Formula One **style of modification screen really opens the game up, providing scope for strategy and tactics. Screen update is phenomenal, beating everything yet seen for smoothness and speed. The sensation of flight leaves your stomach in mid-air, and because of this, the Typhoon is tricky to fly at first. Like the best of games it takes time to learn its subtleties and idiosyncrases. Only when flying the Typhoon is mastered does the real challenge of racing to win begin.**

OVERALL 93%

OTHER FORMATS

The Amiga Powerdrome race season begins early next year. Tickets will be £24.95. PC owners can also expect to have their stomachs churned next year, although no release date has been set.

"At its simplest level roaring around devilishly designed tracks is immensely entertaining"

The Atari 520STFM.



Of £450 wort



MARBLE MADNESS. £24.95 Electronic Arts. | TEST DRIVE. £24.95 Electronic Arts. | BEYOND THE ICE PALACE. £19.95 Elite. | BUGGY BOY. £19.95 Elite. | EDDIE EDWARDS SUPER SKI. £19.95 Elite. | IKARI WARS.



CHOPPER X. £9.99 Mastertronic. | ROADWARS. £19.95 Melbourne House. | XENON. £19.95 Melbourne House. | ARKANOID II. £19.95 Imagine. | WIZBALL. £19.95 Ocean. | BLAC

Here it is! The new Super Pack from Atari.

You don't just get the brilliant 520STFM. We're giving you twenty-two great software titles that most people would gladly sell their grannies for.

There's no catch. You really do get the 520STFM and £450 worth of great software titles for just £399.99.

So make sure you include yourself in this great offer.*

*Available from most Atari dealers. Offer ends March 1st 1989.

ANOTHER PRICK IN THE WARLOCKS



One of the evil warlocks feeling the sharp end of Hayato's sword

KENSEIDEN
Mastertronic

16th Century Japan is not the safest of places. Evil warlocks have stolen your family's prized possessions - the Sword of the Dragon King and the Secret Scrolls. You (Hayato) vow to restore your family's name and rid the land of the warlocks tyranny. A plausible enough reason for a 16-level horizontally scrolling feast of mass-murder.

The action begins on an island off the Japanese mainland – far from the final destination: the Warlocks Castle. Hayato, razor-sharp sword in hand, starts his quest in a dark forest, fending off skeletons, fiery skulls and leaping lizards. Enemies are excessively vicious, constantly homing in, draining energy from one of your three lives on contact. Picking up extra swords gives you the ability to cause extreme damage to opponents – although a life lost also loses extra weapons. A continue-play option is available, but only when sufficient levels have been completed

On hacking your way to the end of a level, the map screen is displayed from which your route to the castle may be chosen. Hidden away in one of the provinces is a training centre where you may hone your fighting skills (go North to find it).

Further regions feature caverns, temples, palaces and chasm spanning bridges.

Energy for life

Seven large, powerful and evil warlocks are to be found at the end of selected levels, each with their own style of attack and method of bringing about your swift demise. Killing a warlock reveals a Secret Scroll which endows you with an extra ability, giving you a better chance of surviving to face Yonensai, the master warlock.

Although just a derivative of many other 'hack-'n'-slay' games, *Kenseiden* is so much better than the rest due to the simple but highly playable action and superb presentation. And the use of an energy level for each of Hayato's lives gives you more of a fighting chance. *Kenseiden* is a fine example of console software which gives computer games a run for their money. An immensely playable game together with quality graphics and presentation which pushes the Sega to new levels of entertainment.

SEGA
Two Mega Cartridge: £24.95

Graphically extremely good, *Kenseiden* uses big, colourful, detailed sprites that reak of Japanese origin. Although there is repetition in the backdrops from time to time, the overall quality is high. Enemies are varied, well defined and among the best we've seen on the Sega to date. The warlocks in particular wouldn't look out of place in a coin-op.

OVERALL 86%

> **"Although just a derivative of many other 'hack-'n'-slay' games,** Kenseiden **is so much better than the rest"**

A REAL ESTATE TO GET INTO

MONOPOLY
Mastertronic

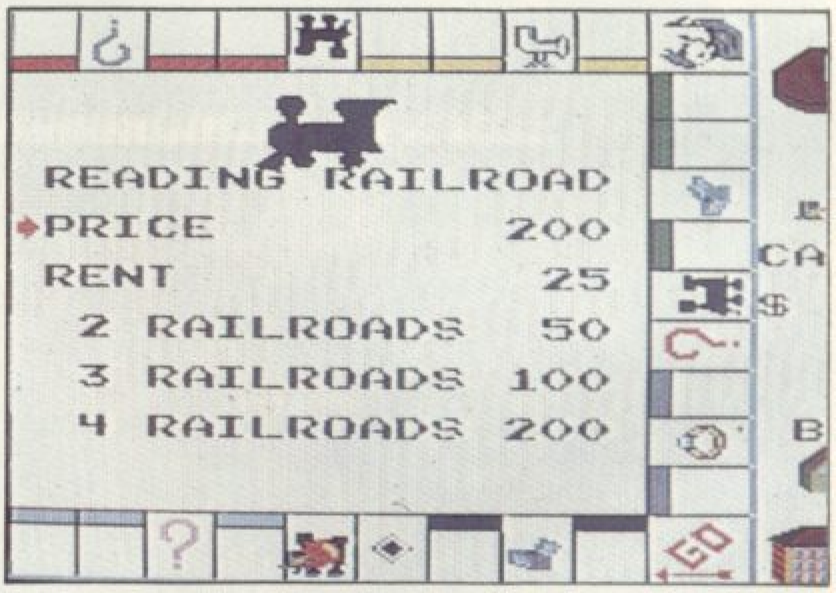
Monopoly is all about buying property. Two or more players purchase squares on the board relating to houses, hotels and estates. Participants landing on locations owned by another player have to pay rent – selling their own property if they don't have the cash.

CHANCE and COMMUNITY CHEST squares add a random element with fines to be paid, windfalls to receive and jail sentences to endure, and all in the name of Real Estate. The winner is the person with the most money and property, – the monopoly!

Novel extras sprucing up the Sega game include graphic sequences of houses being built, player's tokens going to jail and moving round the board.

Up to ten players can take part, any of which can be a computer opponent playing at one of three skill levels. A time limit can be set and games stored for later play. Apart from these options, play follows the board game's rules.

Sega *Monopoly* is a welcome addition to the console's software range and should please those into the board game.



Looking very much like the board game, the Sega version of this classic has all the thrills and spills of its namesake

SEGA
Mega Cartridge: £19.95

The board is basic, when you consider the Sega's capabilities, and the graphics of the stationary playing pieces are eyestrainingly small. The graphic extras are attractive, with good definition and use of colour, but no more than average in comparison with *Thunder Blade* or *sKenseiden*. Fortunately the feel of the board game remains.

OVERALL 64%

> **"Play follows the board game's rules."**

DEAD ZEPPELIN

ROCKET RANGER
Cinemaware

It is a dark time for the Allies, and it's not solely due to the blackouts. National Socialism is sweeping across Europe with nothing to check its progress. The Nazi Zeppelin fleet is wreaking havoc in the major cities of the world. Powered by lunarium, the Zeppelins seem invincible. But there's a light at the end of the tunnel, hope for those who fight for freedom – only you in the guise of your alter ego, Rocket Ranger (Tom to your friends), can save the day and restore truth, justice and the American way. Pass the apple pie Ma, we're on a mission from Uncle Sam.



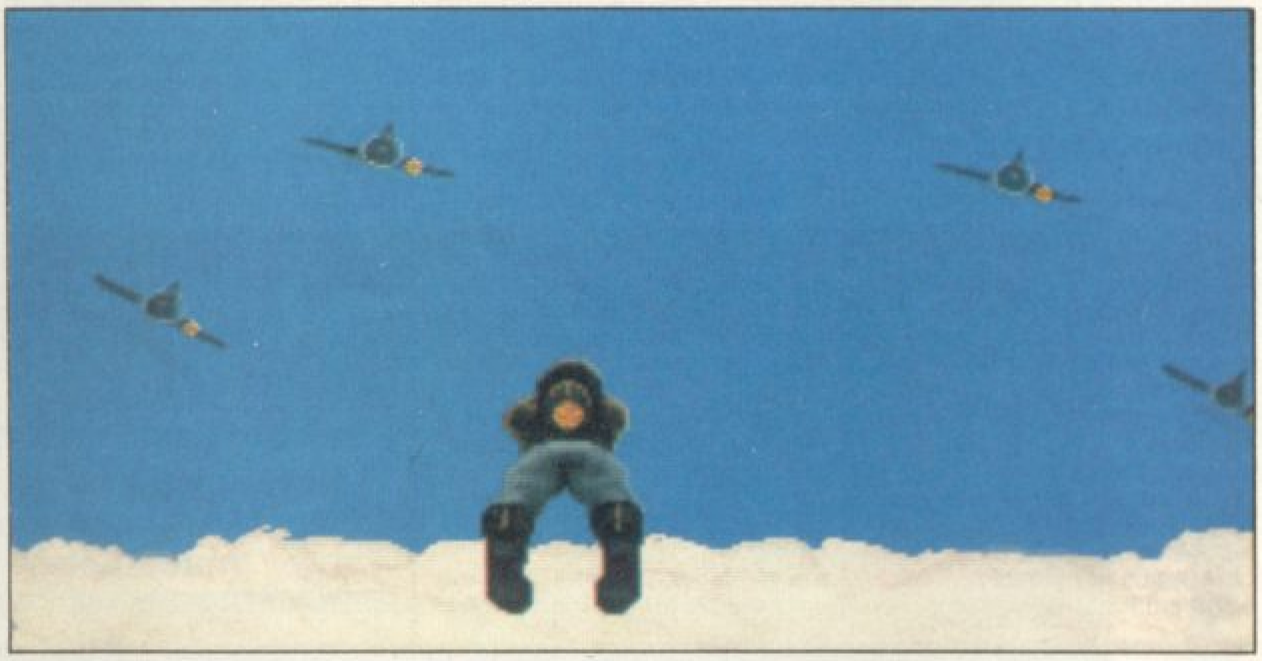
Is it a bird? Is it a plane? No it's some idiot with a rocket pack on his back – damned jet-setters

Lunarium is the source of the power. Halt production and the Allies will gain sufficient time to marshall their forces and overthrow the Nazi epoch. Lunarium is only found on the Moon. All Rocket Ranger has to do is build a rocket, fly to the Moon and destroy the Nazi mining operation.

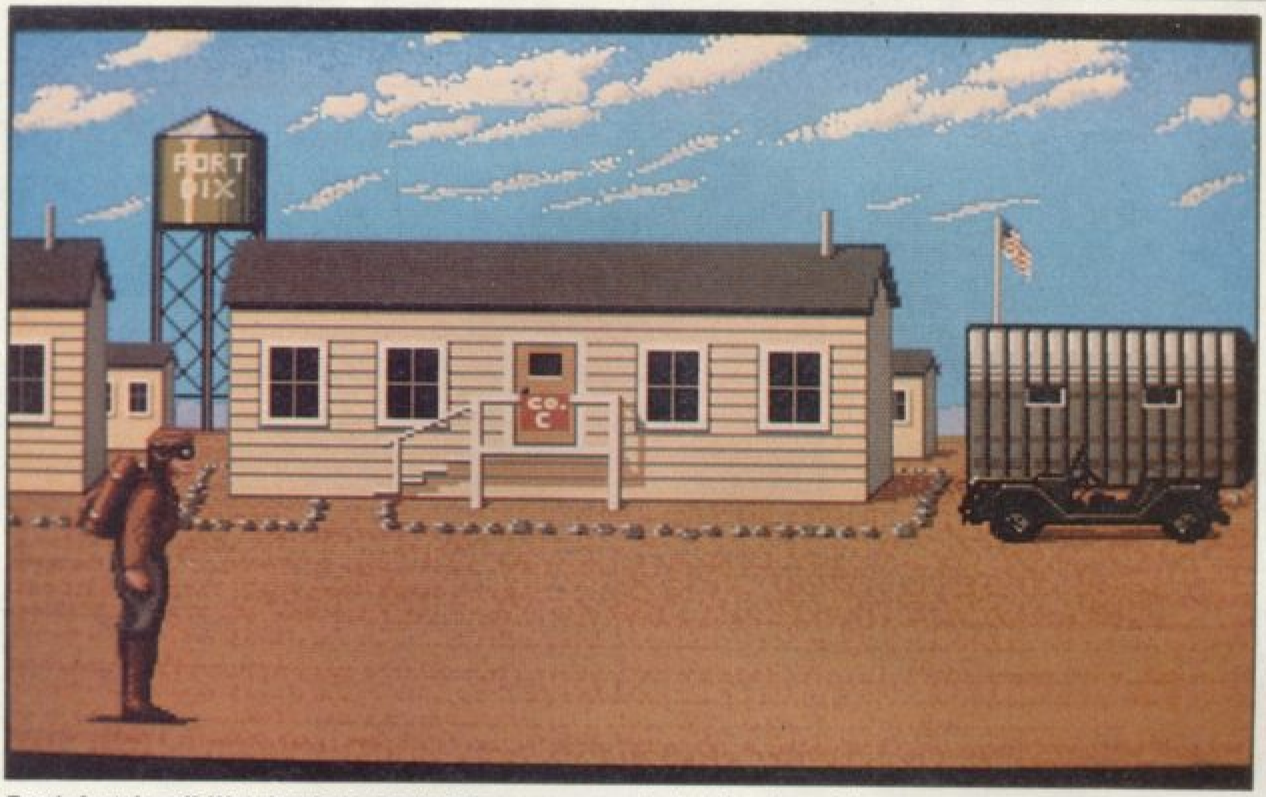
This is no easy task however, building a rocket never is, all the necessary parts are located at various Nazi-guarded factories around the world. Nerves of steel are needed to halt the iron fist.

Rocket Ranger looks daunting from the outset. As well as the main scenario there are several sub games to be completed. All of which contribute in some way to achieving your main objective.

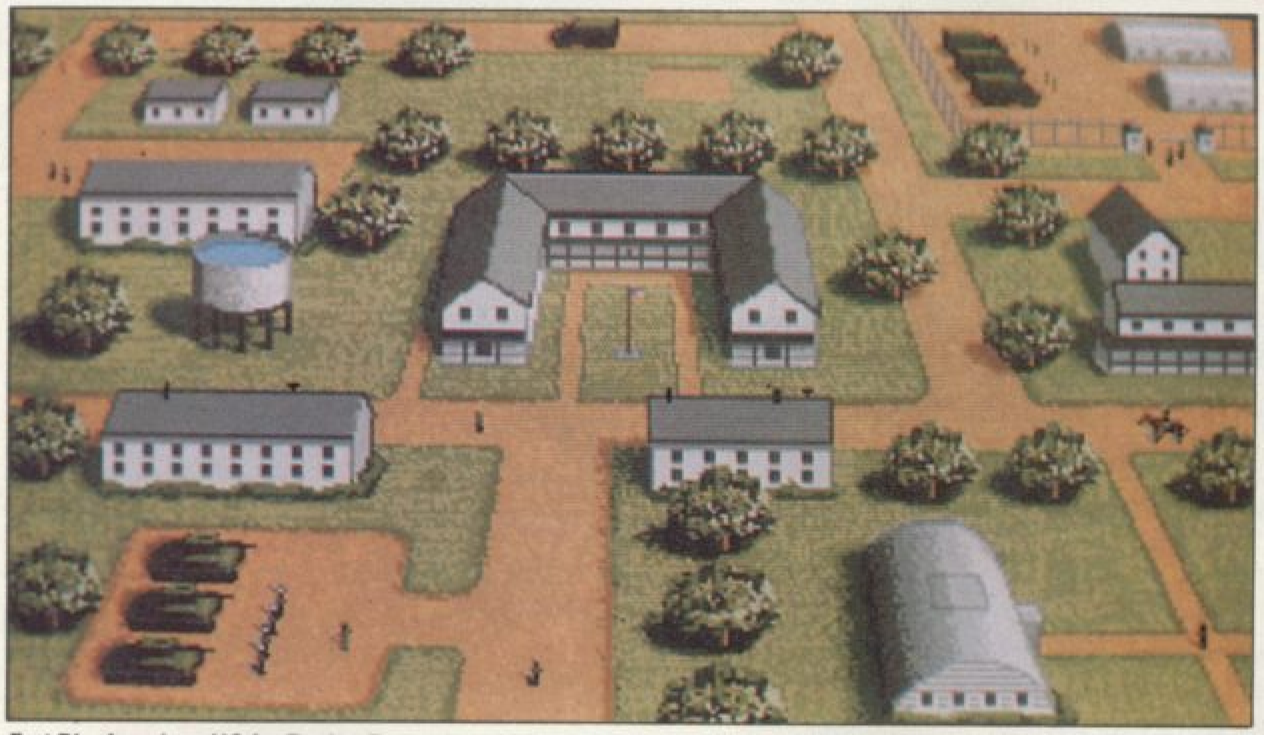
Played with a joystick, interaction with other characters is achieved using a window pointer







Ready for take-off. War-time hero, Rocket Ranger prepares to fly in the face of danger



Fort Dix; American HQ for Rocket Ranger's exploits and initial supplier of his lunarium

system – no complex controls for this budding hero to worry about.

Minion spies

Lunarium is the key to victory. At the start of the game, your American HQ, Fort Dix, possesses 200 units, in addition to the 60 already in your rocket pack. You zoom around the world using your rocket pack – this consumes Lunarium, the further you travel the more Lunarium required. And to cap it all when you've finally built your rocket ship a further 500 units is needed to get it to the Moon. Lunarium is in short supply on Earth so stocks have to be used with care. Pointless journeys will make the Nazi victory that much more certain.

Fortunately, you have spies on your side. When one successfully infiltrates a country they relay information on Nazi movements or buildings in that area. Spies can also organize resistance. Once a resistance movement has been set up, Nazi progress in that country will be halted for a while, buying Rocket Ranger more time. Resistance raids on Nazi bases may also yield extra Lunarium. But Spies always run the risk of being discovered and shot.

Rocket Ranger has a time limit, represented by a Nazi Lunarium mining efficiency rating. As this rises the Nazis become more efficient at mining and their quest for world domination accelerates. Hitting key Nazi installations halts progress for a while but there's never any time to sit back and celebrate. So power up and push off, the freedom of the world is in your hands.

AMIGA
£24.99

Excellent graphics, breathtaking sound effects and sampled speech. No one scene is particularly complex but Rocket Ranger is deep enough to ensure hours of play. Give yourself a treat and buy it.

OVERALL 90%

OTHER FORMATS

Commodore 64 and Atari ST versions are due for release over the Christmas/New Year period. Priced £14.99 and £24.99 respectively.



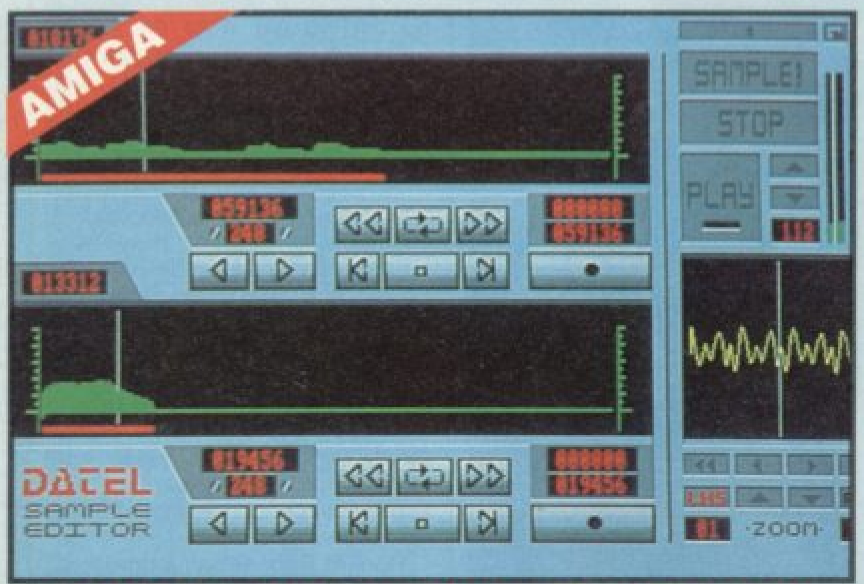
Bar room brawling is not above our hero as he indulges in fisticuffs with the Krauts

"Interaction with other characters is achieved using a window pointer system – no complex controls for this budding hero to worry about"



Rocket Ranger in dire straights (playing lead guitar?) sends out an SOS from his wrist radio

DATEL ELECTRONICS





AMIGA PRO SAMPLER STUDIO + DATEL JAMMER

- A top quality sound sampling system at a realistic price.
- 100% machine code software for realtime functions.
- HiRes sample editing.
- Realtime frequency display.
- Realtime level meters.
- Files saved in IFF format.
- Adjustable manual/automatic record trig level.
- Variable sample rate & playback speed.
- Seperate scroll line waveform windows plus zoom function with Edit windows for fine accurate editing.
- 3D shot of sound waveform. Wave editor to design your own waveforms or adjust existing ones.
- Microphone & line input 1/4" Jack & Din connections.
- Software files can be used within other music utilities.

ONLY £69.99 PLEASE STATE A500/1000/2000

To complement the Sample Studio the Datel Jammer gives you a 5 octave keyboard to play & record your sampled sounds.

FEATURES:-

- 4 track sequencer up to 9999 events.
- Tempo & Beat controls.
- Mixer Controls on Instruments.
- Load & Save sequence.
- Works on standard IFF file sounds.





MIDIMASTER

- Full Midi Interface for A500/1000/2000 (please state model).
- Compatible with most leading Midi packages (including D/Music).
- Midi In - Midi Out x3 - Midi Thru.
- Fully Opto isolated.
- No need to pay more - Full Midi standard.

ONLY £34.99

MIDI CABLES

- Top quality.
- 3 metre length.

ONLY £6.99 PAIR
UNBEATABLE VALUE



MIDI MUSIC MANAGER

A TRULY PROFESSIONAL MIDI PACKAGE AT A REALISTIC PRICE

- Play sampled sounds on Amiga from any Midi track.
- Full dubbing - listen to one track while recording another.
- Works with many Midi interfaces including Datel Midi Master (see Ad).
- 8 realtime Midi tracks for record/ playback.
- Adjustable track length - limited only by available memory.
- Works with standard IFF files.

ONLY £39.99



1MEG INTERNAL DRIVE UPGRADE

- Replace internal 500K drive with a full 1 meg unit.
- Top quality NEC drive unit.
- Full fitting instructions.
- Easily fitted, no special skills required.
- Direct plug in replacement.
- Available now.
- When considering a drive replacement remember that quality is most important.

ONLY £79.99



DATA/SWITCH BOXES

- A/B type connect two printers to one computer or vice-versa.
- Centronics connections or RS232 Serial connections (25 pin). Please state.

ONLY £24.99

- ABC type connect three printers to one computer or vice-versa.
- Centronics or RS232 connections.

ONLY £34.99

PRINTER LEADS

- 25 pin 'D' to 36 way Centronics parallel lead. 1.2m length.
- A500 or 1000, please state.

ONLY £8.99





ST COPY - DEEP SCAN NIBBLER

- Copy an entire disk - even highly protected programmes - in under 60 seconds.
- Works with one drive or two.
- Multiple copy option allows you to make many copies from one origional.
- Copy 1 or 2 disk sides - up to 85 tracks.
- Special format parameters for non-standard formats.
- Using 1040 ST, copy a whole disk in one pass with a single drive.
- Unique 'INFO' analyser - displays vital disk parameters, including sector distribution, data dispersion, interleave status, etc., etc.
- Compatible with 520 & 1040 ST.
- Full verify option.
- Easy to use Icon driven programme takes the mystery out of disk backup.

ONLY £29.99

ST SUPER TOOLKIT II

- Powerfull track/sector editor.
- Displays up to 85 tracks/255 sectors. Fully menu driven.
- Huge range of features - too many to list. HiRes display (works mono only).

ONLY £14.99

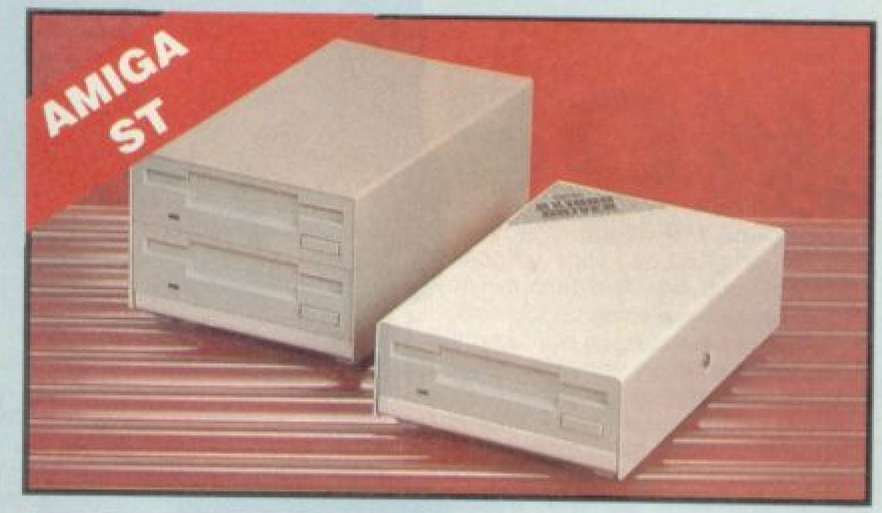
DATEL ELECTRONICS

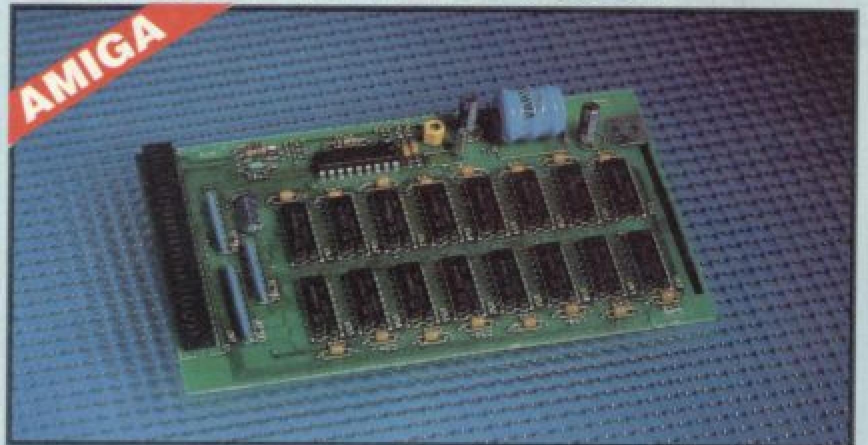
EXTERNAL 3.5" DISC DRIVE

- Slimline extra low profile unit - only 6" long!
- Top quality NEC drive mechanism.
- Throughport allows daisy-chaining other drives.
- A superbly styled case finished in computer colours.
- Fully compatible.
- 1 meg unformatted capacity.
- Good length cable for positioning on your desk etc.
- Value for money - before you buy a drive please compare the features - this drive has an NEC drive unit & is housed in a superb housing - many units available are built to a price & not a standard. Don't spend a few pounds less & end up with 'rubbish' - & remember you are buying from the manufacturer.
- Complete - no more to buy.
- Single or twin drive models available.

ONLY £89.99 SINGLE DRIVE £149.99 TWIN DRIVE (AMIGA ONLY)

ADD £5 FOR COURIER DELIVERY IF REQUIRED





512K RAM EXTENSION CARD

- Available with/without calender/clock option.
- Simply plugs internally into A500 slot.
- Switch in/out with switch supplied.
- Fitted in minutes - no soldering etc.
- Accepts 41256 DRams (zero K fitted).
- With calendar/clock onboard time/date automatically booted.
- Battery backed to retain time/date.

ONLY £19.99 FOR STANDARD CARD TO ACCEPT 512K

ONLY £34.99 FOR VERSION WITH CLOCK/CALENDAR

PHONE FOR LATEST FULLY POPULATED BOARD / RAM PRICES.



EXTERNAL DRIVE SWITCH

- Switch in/out of external drives.
- Save on memory allocated for drives not currently in use.
- DF1 & DF2 controlled.

ONLY £9.99



1 MEG RAM UPGRADE KIT

- Complete kit to fit internally into 520 STFM.
- 512K of FASTRAM to bring your 520 upto a full 1040K!!
- Fitting is a straightforward soldering job - achieved by anyone who has a little experience.
- Makes unit fully 1040 Ram compatible.
- Complete with illustrated instructions.

ONLY £99.99



REPLACEMENT MOUSE

- Fully Amiga/ST compatible.
- Rubber coated ball.
- Optical type.

ONLY £24.99

SPLITTER LEAD

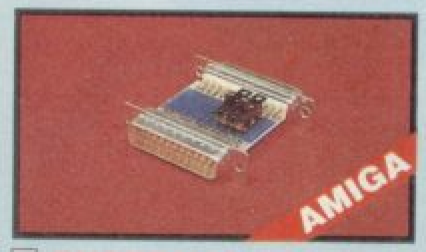
- Allows joystick & mouse to be connected to same port.

ONLY £4.99

SOLDER/ DESOLDER KIT

- If you wish to do your own Ram upgrade then we can supply the tools.
- Quality soldering iron plus a desolder sucker tool & solder.
- Usefull for many other jobs.

ONLY £9.99



MARAUDER II

QUITE SIMPLY THE BEST DISC COPIER AVAILABLE FOR THE AMIGA (ALL MODELS)

- Superfast disc copier will copy almost any commercial disc.
- Friendly user Interface - Mouse driven throughout.
- Completly compatible with Amiga multitasking system.
- Even decrypts many encoded programs including D. Print/Video/ Paint/Music/II etc.
- Supports up to 4 drives simultaneously for multiple copies.
- Special 'Strategy Files' cope with even the most advanced protection schemes.
- Now shipping the latest version.
- Fast option - typically around 80 seconds.
- USA's top selling copier.

ONLY £29.99 POST FREE

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER ...

BY PHONE	BY POST	FAX
0782 744707 24hr Credit Card Line	Send cheques/POs made payable to "Datel Electronics"	0782 744292 UK ORDERS POST FREE EUROPE ADD £1 OVERSEAS ADD £3

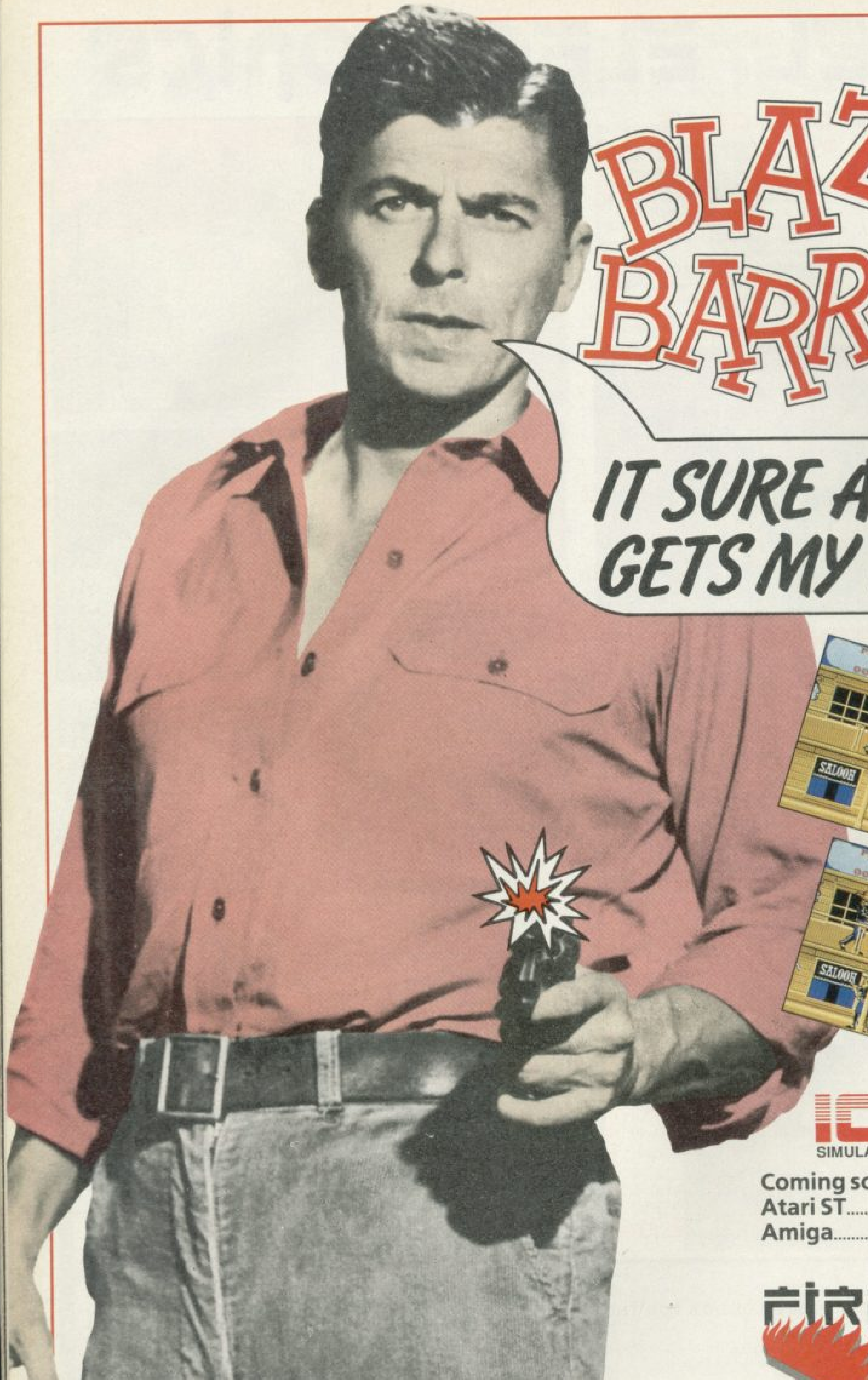
PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS AND SUBJECT TO CHANGE WITHOUT NOTICE

CALLERS WELCOME - Please reserve goods by telephone prior to visit.

DATEL ELECTRONICS

DATEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

SALES ONLY	TECHNICAL ONLY
0782 744707	0782 744324



BLAZING BARRELS

IT SURE AS HELL GETS MY VOTE!



Atari ST. screen shots.

ICOM
SIMULATIONS (U.K.) LTD.

Coming soon on . . .
Atari ST.............. £19.99
Amiga.................. £19.99

FIREBIRD

A LEGEND IN GAMES SOFTWARE

LEAN MEAN FIGHTING PERSON

POW
Actionware

The lightgun – a peripheral allowing you to shoot enemies on-screen from a distance – is a device usually reserved for games consoles. Now little-known software house Actionware, supposedly sporting 'The Ultimate Action Adventures', have such a gun for the Amiga. When it becomes available it may add some atmosphere to the trigger-happy action of *POW*.

Many American soldiers have been killed in the field of action, dying heroically for their motherland. Others were captured by the enemy – made Prisoners Of War. Years after the conflict, the American POWs are still there, held against their will, and the enemy refuse to listen to political reasoning. The soldiers cannot be set free by peaceful means, so an aggressive solution has been initiated.

A crack commando, trained at boot camp, is sent to fight his way through enemy territory, using an M14 machine gun and a supply of rockets. Through jungle and enemy installations, the concentration camp is the ultimate aim, where six Americans are waiting to be rescued.

You begin at boot camp, presented with a first-person view of a shooting range. A supply of four clips of 26 bullets, aimed with a crosshair sight, are yours to shoot down targets as they slide on-screen. When the clips are empty, a rank is awarded – Private, Sergeant or General – and this determines the difficulty of the mission and the number of routes available.

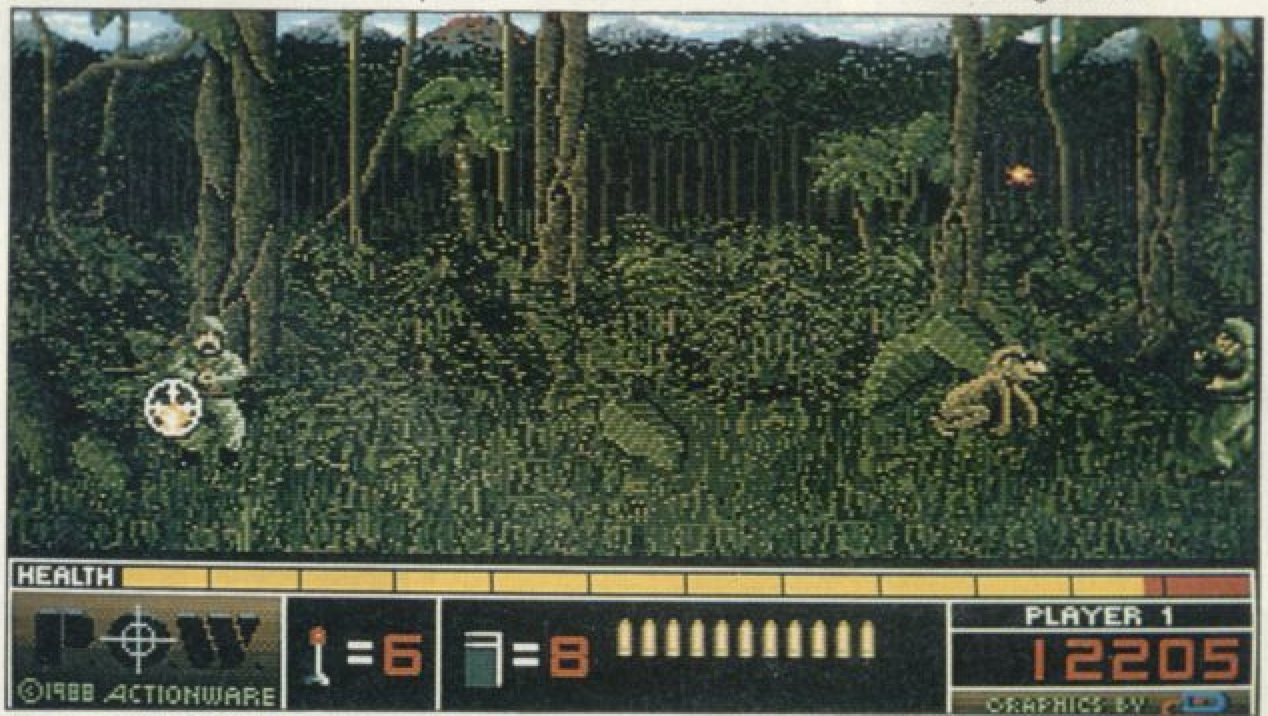
Don't push me!

Beginning in the jungle, the screen scrolls slowly to the right as enemy soldiers leap out from the undergrowth. They are backed-up by resilient commanders, and snipers, who positions are given away by their gunfire. Dogs and orangutans also run by but lose the player points if killed.

The game screen is effectively the player's body at which the enemy shoot, any hits sustained naturally decreases your health. Fortunately it can be replenished by shooting medical packs – dropped by parachute – before they sink into the ground. Ammunition is also dropped by the friendly aircraft and is likewise collected to restore your full quota of nine clips.

As the stages are traversed, tanks, helicopters and submarines are faced. These can easily be destroyed with a rocket, automatically launched when firing on such a vehicle. If out of this powerful weaponry, they can be taken out with repeated machine-gun fire.

This type of game is designed to bring out the aggressive nature in people, it generally does, especially when sprinkled with sampled screams. *POW* has a *Rambo*-like plot (the packaging shows a lookalike character) and successfully portrays a single man fighting against a whole army. This is undeniably enjoyable but offers dubious lasting interest.



Blast everything in sight, but don't shoot the orangutan!

Impressive backdrops and fast, blood-thirsty, loud action should make for a brilliant game – it nearly does



AMIGA
£29.95

While action is portrayed in a lively and colourful way, the Amiga's power is not used. The scrolling judders as enemies slide on-screen; the plain figures are ill proportioned and strangely formed, while the neatly defined background graphics are frequently repeated. Sampled sound effects are acceptable, with the addition of amusing dog and orangutan cries. At £49.95, the lightgun will not improve an already overpriced game.

OVERALL 65%

OTHER FORMATS

None planned at present.

"Successfully portrays a single man fighting against a whole army"

DIE WOLF

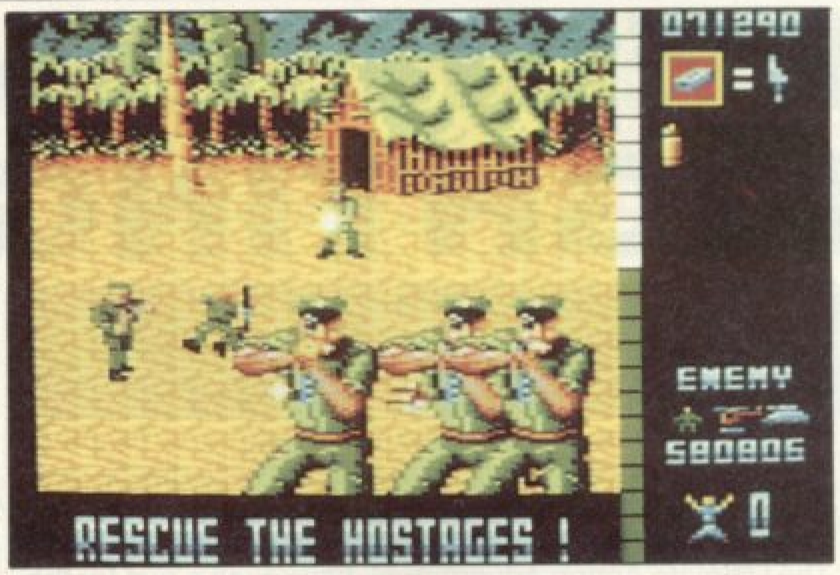
OPERATION WOLF

Ocean

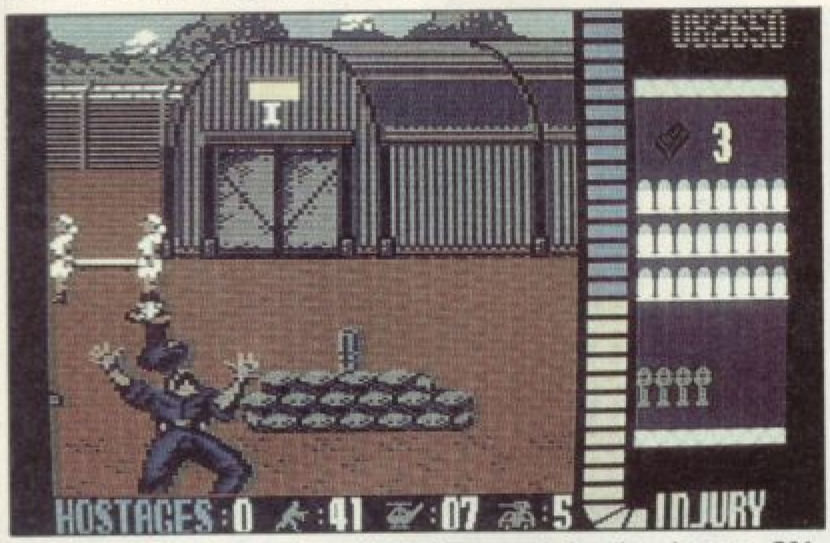
Hostages have been taken by a military force and are held in a prison camp deep in enemy territory. A lone soldier is needed to fight his way through to the camp, locate the hostages and get them out. Codename Wolf, the operation requires you, an elite warrior, for the job.

Taking place over six regions, *Operation Wolf* is seen through the eyes of the soldier. It takes you from the opening level of the communication set-up, through jungles, villages, the enemy's ammunition dump and on to the prison camp before the final escape.

With six areas to fight through and an enemy determined to make this mission your last, your trigger finger won't stay idle. Enemies come in the form of infantry and mechanised vehicles. Foot soldiers run into view firing rifles, pistols, and machine guns. Commandos throw grenades and knives and paratroopers descend from above – blasting as they drop. Backing up the grunts are helicopters, armoured cars and gunboats, all of which are destroyed with either a well placed grenade or excessive use of bullets.



The village. If you get through your wounds will be healed – Amstrad screen



It's hell in the enemy ammo dump. Not far to go now to free the prisoners – C64 screen

Hits taken increase your damage level which, when at maximum, results in your death. Shooting energy bottles partially restores damage, however, all wounds are healed when the village level is completed.

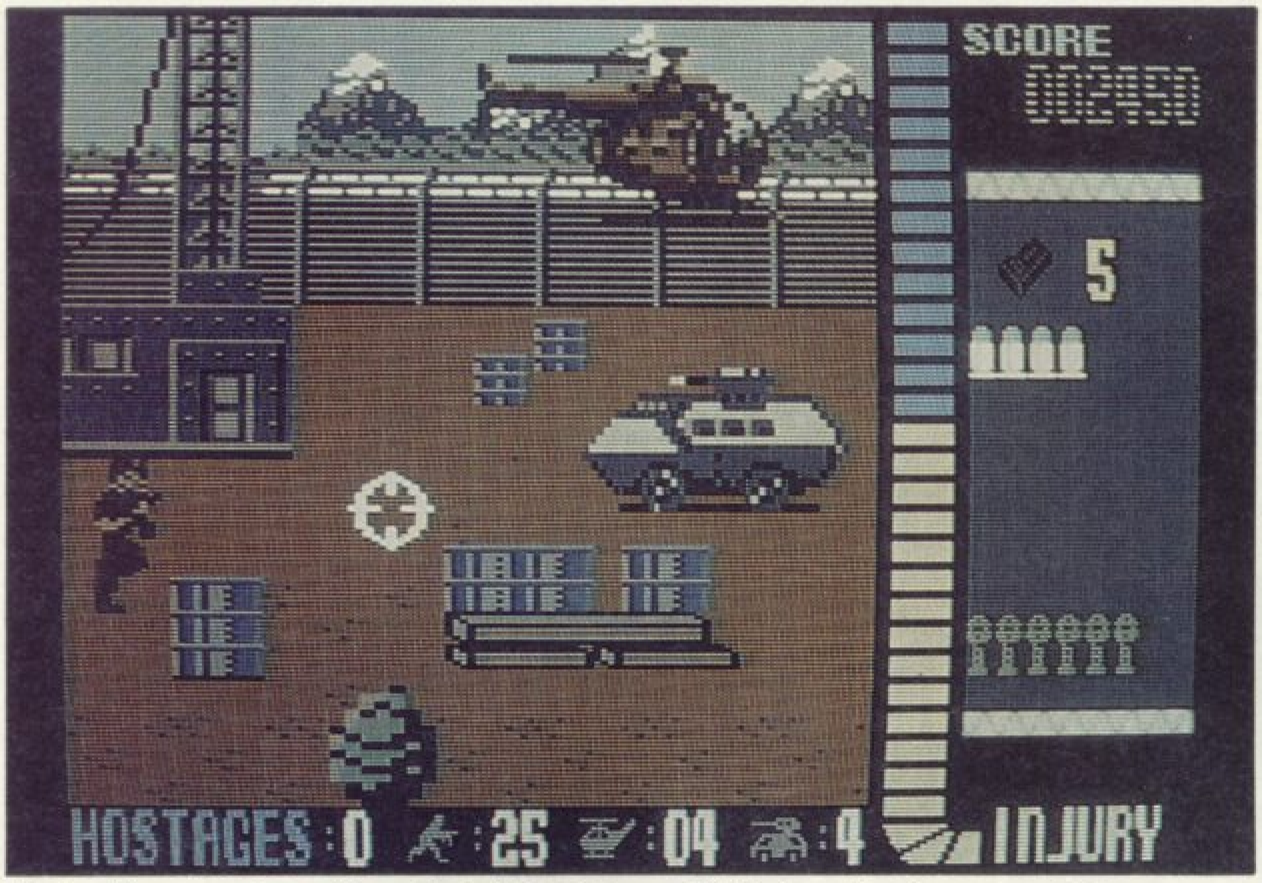
In the heat of battle innocent civilians wrecklessly wander into view. While idiotic, the bystanders must be left untouched, your damage level soaring if any 'accidental' deaths occur. Although a nuisance, they do force you to aim carefully and save ammunition.

Running out of bullets is not recommended, fortunately grenades and magazines can be shot to gain extra supplies, and, should you hit the correct icon, a super-machine gun is yours with which to increase your murderous mayhem.

Uzi gonna shoot now?

The onslaught continues, soldiers wearing bullet-proof clothes blast their way to later sections as you move ever nearer their camp. Once there it doesn't get any easier, the enemy fight back with increased ferocity making it difficult to protect the five hostages as they hobble towards the

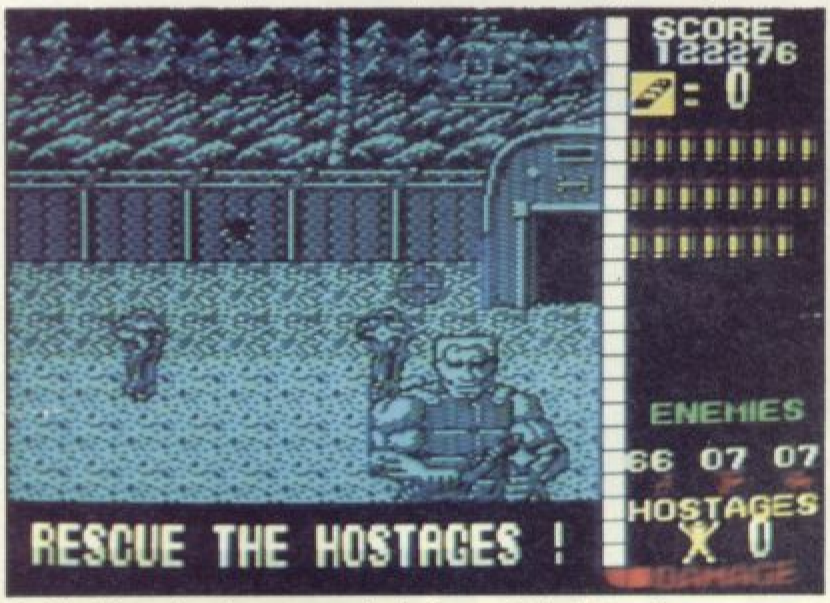




If foot-soldiers were not enough to contend with, look at some of the hardware they throw at you – C64 screen

prison exit. Shooting the hostages is detrimental to finishing the game!

Once out of camp, it's a mad dash to the airport where a Hercules transport craft waits to lift you to freedom. You're still not in the clear though, enemy soldiers throw everything they've got at you in a last bid to thwart your rescue mission. Now is a good time to use up the last of your ammunition in a final massacare attempt – after all you're not going to come back in a hurry.



Luckily this guy's not as mean as he looks, waste 'im! – Spectrum screen

The appeal of the coin-op stems from the Uzi machine-gun hardware – difficult to recreate on home computers. Fortunately, Ocean's replacing of the gun with an on-screen gun-sight doesn't detract from the flow and appeal of the game. The non-stop action and over-the-top violence of the arcade original is replicated to a high degree across all 8-bit formats.

OTHER FORMATS

Operation Wolf is planned for 16-bit before Christmas: Atari ST, Amiga and PC (£19.95). All of which use graphics direct from the arcade machine.

Inevitably multi-load has had to be put into effect. On the Spectrum 48K and Amstrad 464 versions each level is loaded individually, the 128K Spectrum/Amstrad and Commodore 64/128 versions feature the complete game in a single load. Either way the resulting game is one which fans of the coin-op will love and newcomers will learn to love.

Undoubtedly Ocean's strongest arcade conversion title this Christmas, the **Taito** coin-op has had phenomenal success worldwide. Although just an extension of the old shooting gallery theme, the fake Uzi-style gun bolted onto the cabinet takes some beating when it comes to hardware add-ons.

SPECTRUM 48/128
Cassette: £8.95
Diskette: £14.95

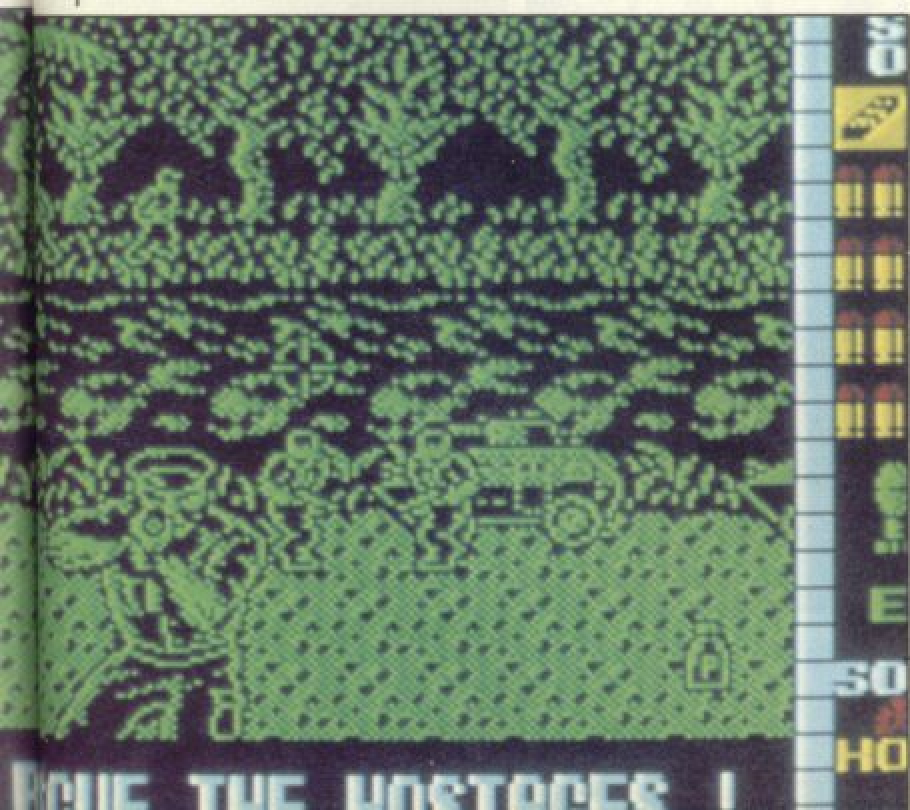
An army of large, bold characters rampage through the levels with as much detail as the arcade original. Although things become confusing when the screen gets crowded, distant soldiers inevitably lose some of their detail. However, the sheer speed and ferocious action over-rules any minor quibbles to be found in this excellent coin-op conversion.

OVERALL 87%

AMSTRAD CPC
Cassette: £9.95
Diskette: £14.95

The best of the 8-bit versions with not only the pace of the coin-op but the violence to match. Operation Wolf **shows off to perfection the Amstrad's ability to combine high levels of detail with extensive colours. Together with a changing style of play on each screen this version looks, plays and basically IS extremely good.**

OVERALL 89%



COMMODORE 64/128
Cassette: £9.95
Diskette: £14.95

Suffering a slight loss in graphic definition and quality, this version nevertheless works well to recreate the style and presence of the Taito **arcade machine. Although in places featuring less-than-average animation and with certain sprites differing from the coin-op and others ommitted, it remains demanding and highly playable. Unfortunately pixel perfect use of the gun-sight is required, not too bad with a mouse but using a joystick makes it an exceedingly tough game.**

OVERALL 79%

"The non-stop action and over-the-top violence of the arcade original is replicated to a high degree across all 8-bit formats."

SEASONED SOLDIER SEASON

VETERAN
Software Horizons Limited

Armed to the teeth with bullets and rockets, you, a lone, crack commando, are sent to do battle with waves of enemy soldiers attempting to create visceral mischief.

Your adversaries do everything in their power to help you reach that great battlefield in the sky: lob grenades and rattle off rounds of bullets – they aim to kill. To raise your chances of dying, tanks and helicopters join the fray and a crazed Frenchman (is there any other sort?) periodically pops up right in front of you and attempts to take you out with his revolver.

Using the mouse, you aim your crosshair and fire. Additional ammunition is picked up by shooting icons lying on the ground. Before you start you have a choice of gun to use. Each has its own characteristics, and equations such as choosing a gun which has increased kill-power but faster ammo ejection have to be thought about, adding an element of strategy.

An energy bar at the side of the battle screen tells you how much damage the enemy have inflicted, and when it reaches zero you have ceased to be.

Battling through three levels, your ultimate objective is to find the enemy HQ and destroy it. Soldiers don't get a lot tougher, but tanks do. On levels two and three they produce some heavy bombardment, and never miss!

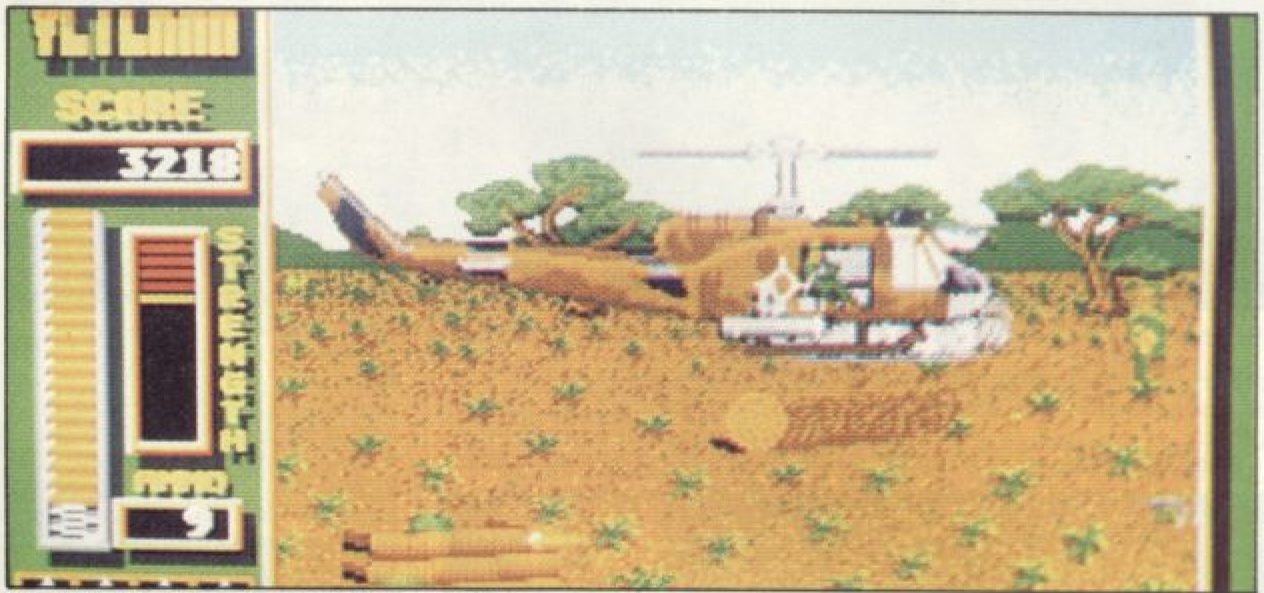
What really makes this game is the superb digitised sounds of machine-gun fire and rockets, together with the manic, parrot-like screeching of the enemy as you cut 'em down.

It shouldn't happen to a veteran

The sprite collision detection, however, leaves a lot to be desired. It is possible to blow up the mad Frenchman standing mere feet away from you and in the same blast knock out a tank half a mile away.

The limitations of the ST's sound chip mean it cannot handle too many simultaneous sonics, which leads to strangely disassociated gameplay at certain moments. You can, for instance, be forgiven for thinking that you've run out of bullets because you can no longer hear your gun!

Veteran caused a slight difference of opinion at TGM centre. Some of the team had the audacity to say that the gameplay seemed familiar. It is crude, slow, has little variation, but it's undeniably addictive. And what other game lets you get even with the French in such a satisfyingly graphic manner?



If you hate the French,* Veteran *is the game for you

TIPS TO HELP YOU SLAUGHTER THE SNAIL-EATERS:

1)Conserve your bullets. Armoured cars can be taken out with bullets, but it takes quite a few and it's far wiser to stick to rockets.
2)Watch your rockets. Make sure you've got enough for the next level.
3)Helicopters take two rockets to bring down, but you can always shoot the pilot – a steady aim is needed here. Shooting the fuselage is a waste of time.
4)Don't waste your time or ammo on the close soldier – he'll go down with a quick burst, leaving you free to concentrate on the background sprites.

ATARI ST
£14.95

Use of the mouse to fire and launch rockets works very well. Sprites are very slow moving and not difficult to miss, so the only real task is picking up ammunition at stategically important moments. Repeated backdrops and lack of scrolling gives the impression that the whole thing was hastily put together. Holwever, sound is excellent with explosions, bullets, and garbled French speech all adding to the addictive and totally preposterous atmosphere of Anglo-French battle. This is one to enjoy if feel like some light arcade action, especially for the reasonable price.

OVERALL 59%

OTHER FORMATS
None planned

"It is crude, slow, has little variation, but it's undeniably addictive."



If you think this picture is blood curdling, you should hear him scream!

FIRST

THERE WAS

STAR WARS®

THEN

STAR WARS
THE EMPIRE STRIKES BACK™

NOW

DOMARK

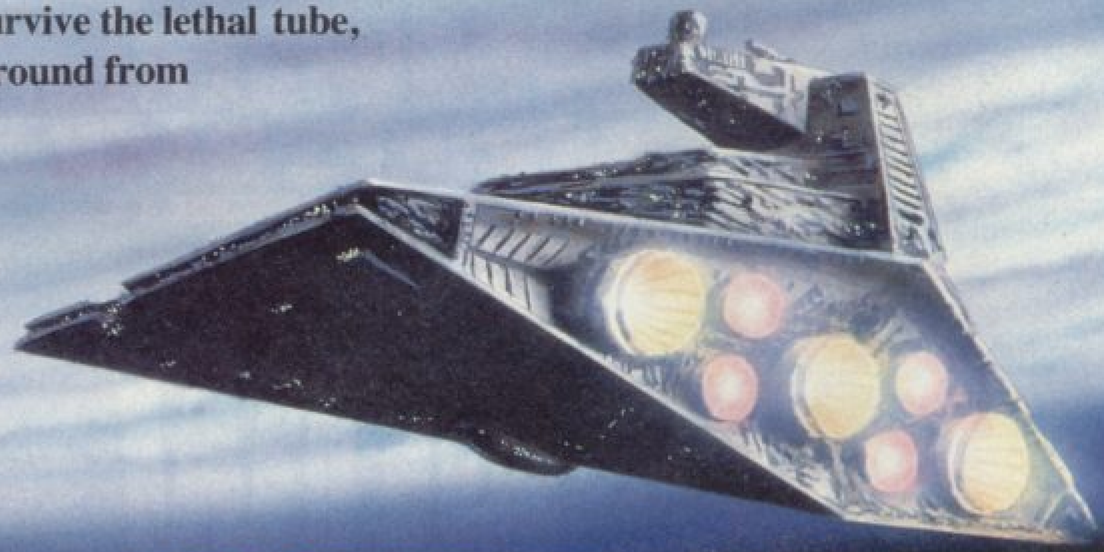
BRINGS YOU....

STAR WARS

RETUR

The third fabulous game of the Star Wars trilogy !

A stunning direct conversion of the coin-op which follows the thrilling action of the movie.
Three great levels of gameplay. . .
In the first level you are Princess Leia on her Speederbiker rushing through the forest of Endor.
Level Two sees you controlling Chewbacca's Scout Walker.
On level Three you are Chewbacca and Lando flying the Millennium Falcon.
Fight off T.I.E. Fighters, survive the lethal tube, blast the reactor and turnaround from the exploding Death Star.





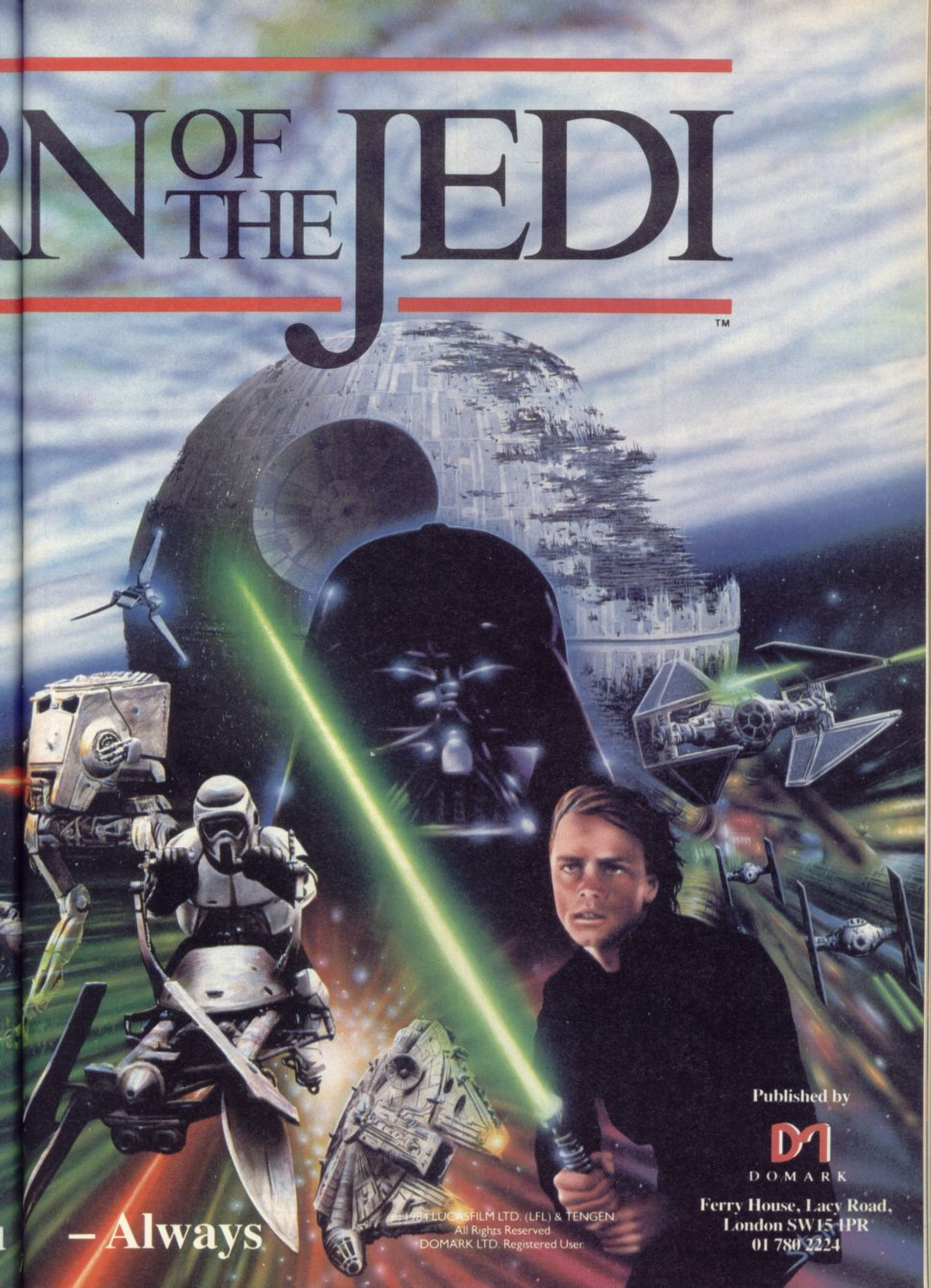
A MAJOR ARCADE COIN-OP HIT



	Cassette	Disk
Spectrum	£9.95	£14.95
Commodore	£9.95	£12.95
Amstrad	£9.95	£14.95
Amiga		£19.95
Atari ST		£19.95

Programmed by
CONSULT COMPUTER SYSTEMS

May the Force be with you



RN OF THE JEDI
TM
– Always
© 1984 LUCASFILM LTD. (LFL) & TENGEN.
All Rights Reserved
DOMARK LTD. Registered User.
Published by
DOMARK
Ferry House, Lacy Road,
London SW15 1PR
01 780 2224

VERSION UPDATE

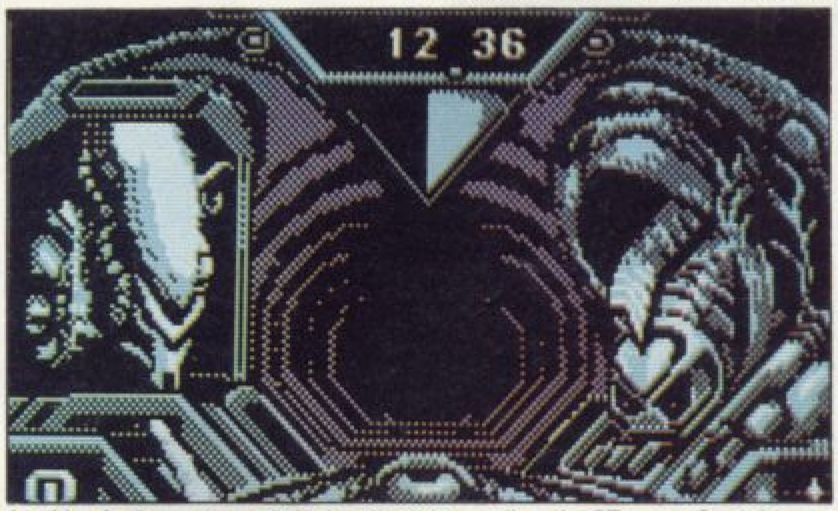
CAPTAIN BLOOD

Infogrames

PC: £24.95

CAPTAIN BLOOD follows the fate of Bob Morlock, an out-of-luck programmer who meets evolution theorist, Charles Darwin. The famous professor tells Morlock of his latest theory that aliens have infiltrated arcade machines. Deciding to do something about it, Morlock codes a binary version of himself (Captain Blood) – and a spaceship named ARK – and finds himself inside a computer program. Immediately under alien attack, he enters hyperspace, which, due to a malfunction, creates 30 clones of himself, each possessing a quantity of his vital life fluid. The clones disperse throughout the Hydra galaxy. Blood need to retrieve his fluid to live, but he has 32768 planets to search!

You steer the ARK, using a star chart to hyperspace to likely planets. When in orbit, an Oorxx – a creature under the control of the Captain – is sent to the planets surface to transmit fractal graphic representations of what it sees and make contact with any alien life-form encountered. Eventually, conversing with creatures should lead you to worlds where clones exist.



Looking just a pretty and playing almost as well as the ST game,* Captain Blood *PC-style is a credit to the machine

Whilst the restriction to the four colours of CGA mode is disappointing, the distinctive purple and azure of the display somehow fits in with the quirky nature of the game. Other than colours, the graphics are very similar to those of the ST, though only producing basic visual effects and adequate fractal speed. Lacking audible speech and featuring only a droning Jarre theme, sound is standard for the PC – this version relies on the interesting and original gameplay.

PC: OVERALL 68%

ATARI ST: TGM007 74%
AMSTRAD CPC: TGM008 76%

VERSION UPDATE

4125 is alive

IMPOSSIBLE MISSION II

US Gold/Epyx

Amiga: £24.99

TWO YEARS after Agent 4125 prevented the twisted Professor Elvin Atombender from destroying civilisation with nuclear warheads, news came of a five-tower stronghold from which Atombender intends to launch a second attack. The Special Terrorist Units best man – 4125 – is once more on the job.

Using elevators and corridors, 4125 (41 to his friends) first obtains the eight-digit codes which allow access to all the robot-defended towers of Atombender's complex. Objects he finds can be searched to reveal code pieces, time bombs, robot deactivators and platform resets. Musical sequences hidden in safes are arranged into a tune which opens the express elevator to the central control tower and the missile-controlling computer. A classic arcade adventure scenario.

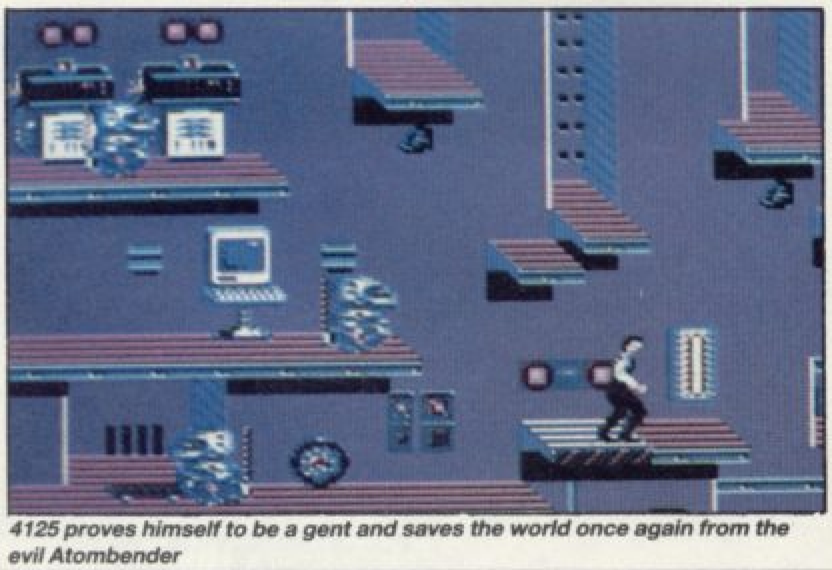
The Amiga version retains the detailed and colourful clarity of the ST while having a larger play area. The main sprite moves less swiftly on the Amiga, but the two formats are almost identical visually.

The sampled introduction from the C64 has been revamped using an American voice and the famous scream is now quite humourous, but both are very clear.

Though less value for money, now is the time for 16-bit owners to catch a slice of gaming history – '88 style.

AMIGA: OVERALL 86%

COMMODORE 64/128: TGM006 86%
ATARI ST: TGM007 85%


4125 proves himself to be a gent and saves the world once again from the evil Atombender

---

VERSION UPDATE

CYBERNOID

Hewson

Atari ST: £19.99

MARAUDING PIRATES have raided Federation depots and stolen minerals, jewels and the very latest in designer weaponry. Piloting a Cybernoid spacecraft, your mission is to navigate the pirates' planetary defence mechanisms and retrieve the stolen goods.

Your craft features laser canon and five auxiliary defence systems: bombs, mines, defence shield, bounce bombs and seeker missiles. All systems have limited energy but may be replenished when a supply cannister is located.

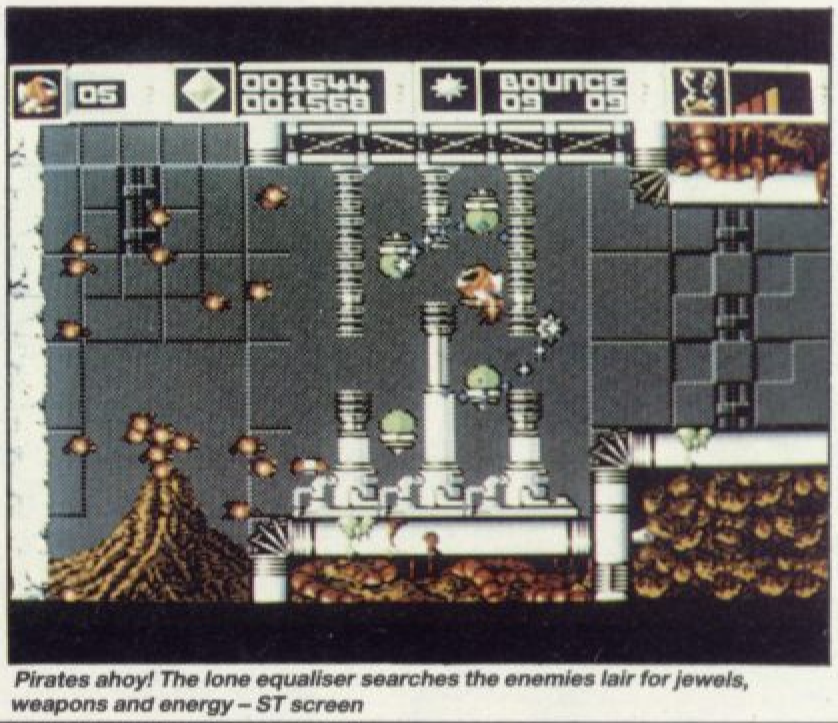
The underground system is inhabited by pirate spacecraft. When shot they will drop their cargo which you may retrieve. A hefty bonus is awarded at the end of each level if enough stolen items have been recovered within the time limit.

The Atari ST conversion of **Raffaelle Cecco**'s hit shoot-'em-up recreates all the gameplay elements that made the original *Cybernoid* such a great game. Visually it is identical to the Amiga conversion. One disappointment is that the game tends to be sluggish, particularly when there are a lot of moving elements on screen.

Nevertheless, Cybernoid is one of the best shoot-'em-ups available.

ATARI ST: OVERALL 76%

SPECTRUM 48/128: TGM005 84%
AMSTRAD CPC: TGM005 80%
COMMODORE 64/128: TGM006 85%



Pirates ahoy! The lone equaliser searches the enemies lair for jewels, weapons and energy – ST screen

ACTION PAC-ED

PAC-MANIA
Grandslam

The rotund, bright yellow chomping character of Pac-Man is one who is very familiar to most computer games players, the ancient concept of the all-time arcade classic of the same name spawning endless maze-game variants. He has seen a few changes over the years, even undergoing a sex-change operation for *Ms Pac-Man*. And more recently changing to a scrolling platform game format for *Pac-Land*. In his latest incarnation, featured in March's **Confrontation Coin-op**, his obesity has filled out to three dimensions, yet he is notable more athletic.

Poor old Pac-Man once more finds himself in the midst of a confusing maze, being tracked down by a pack of quivering ghosts out for his blood, or whatever it is that Pac-Persons have.

For those of you who have not seen the original *Pac-Man* or one of its direct descendants, the idea of the game is to guide the hungry character around mazes, eating pills which line the corridors. When a maze has been cleared, a new one is presented – in *Pac-Mania* it changes in graphical style as well as layout.

There are four types of maze, refered to as worlds', displayed in isometric 3-D, three of which can be selected from the introductory screen. Block Town (round one), the easiest, has corridors constructed from children's building blocks; the intermediate world is Pac-Man's Park (round two and three), lined with neon tubes, and the hardest is Sandbox Land (round four and five), which has rows of pyramids forming walls.

The fourth and most difficult world is the metal-floored but wall-less Jungly Steps (round six).



Adding 3-D gives a whole new dimension to Pac-Man and his ghostly enemies

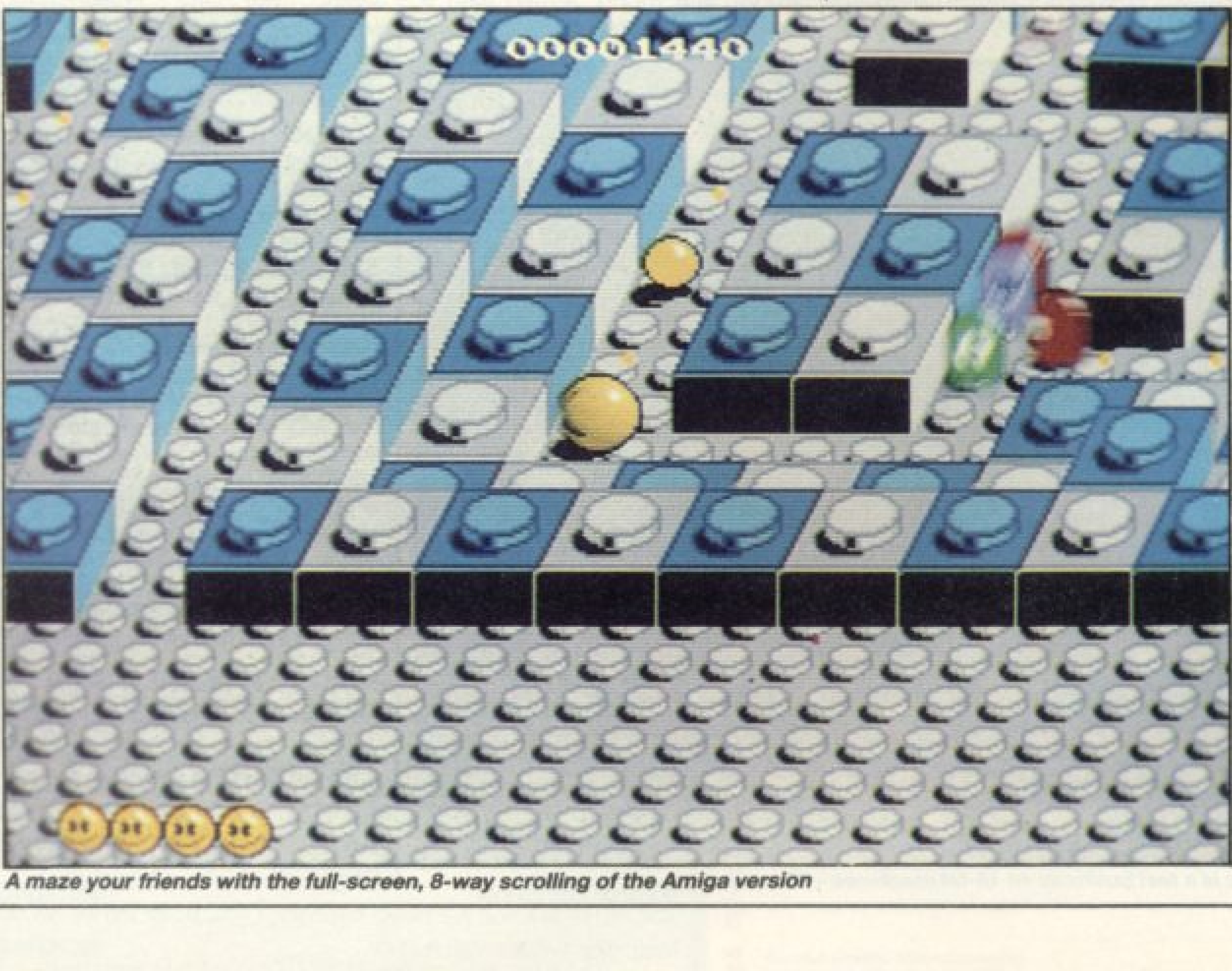
Keep taking the pills

Exploring the worlds is not easy, when the merest touch from one of the colourful ghosts loses one of Pac-Man's lives. They can be avoided by skillful (and sometimes tactical) use of the joystick and with graceful jumps, whose direction can be changed in mid-leap.

Luckily our hero can rebel by eating one of the precious power pills, distinguishable by their large size. This makes the ghosts vulnerable to his bite but only for a limited time. Big bonus points are awarded for munched ghosts, whose eyes survive to float to the ghosts lair to be restored to former sheet-like glory.

Fruit occasionally appears to be digested for bonus points and special power pills can double points or instill Pac-Man with high speed for a limited time.

With a minimum of pre-release hype, Grandslam have sprung one of the simplest yet most addictive games from the arcades. It's amazing what a third dimension and the ability to jump can do to revitalise one of the oldest game formats in computer history. The four worlds offer variety to what is basically a repetitive game, but the cuteness and uncomplicated gameplay is its strength. The humourous cartoon interludes and level selection are typical of the high standard of presentation, and are the icing on an addictive and challenging cake.



A maze your friends with the full-screen, 8-way scrolling of the Amiga version

AMIGA
£19.95

The introductory screen shows the beautifully shaded Pac-Man sprite, which is almost identical to the coin-op's. This is made even more impressive when the game begins: the border has been removed and the entire screen scrolls smoothly in all directions, displaying detailed colourful mazes as you guide Pac-Man. The ghosts are a little disappointing, having minimal shading, but the overall graphic appearance is excellent. Sound quality is equally high, with effects straight from the arcade and good pacey tunes and jingles. This is the best arcade conversion we have seen, retaining all the features and playability of the original. At £19.95, it's a small price to pay for a convincing replica of a coin-op.

OVERALL 92%

OTHER FORMATS

Atari ST (£19.95) and Commodore 64/128 (cassette £9.95, diskette £14.95) versions very soon. Spectrum 48/128 and MSX (£8.95), and Amstrad (cassette £8.95, diskette £14.95) conversions are due for release before Christmas.

"It's amazing what a third dimension and the ability to jump can do to revitalise one of the oldest game formats in computer history"

PRESS ANY KEY

VERSION UPDATE

FERNANDEZ MUST DIE
Imageworks

Atari ST: £24.99

GENERAL FERNANDEZ has overthrown the democratic state of El Diablo and set up his own dictatorship. As a democratic freedom fighter, it's your job to restore tranquility. Your only instruction; Fernandez Must Die!

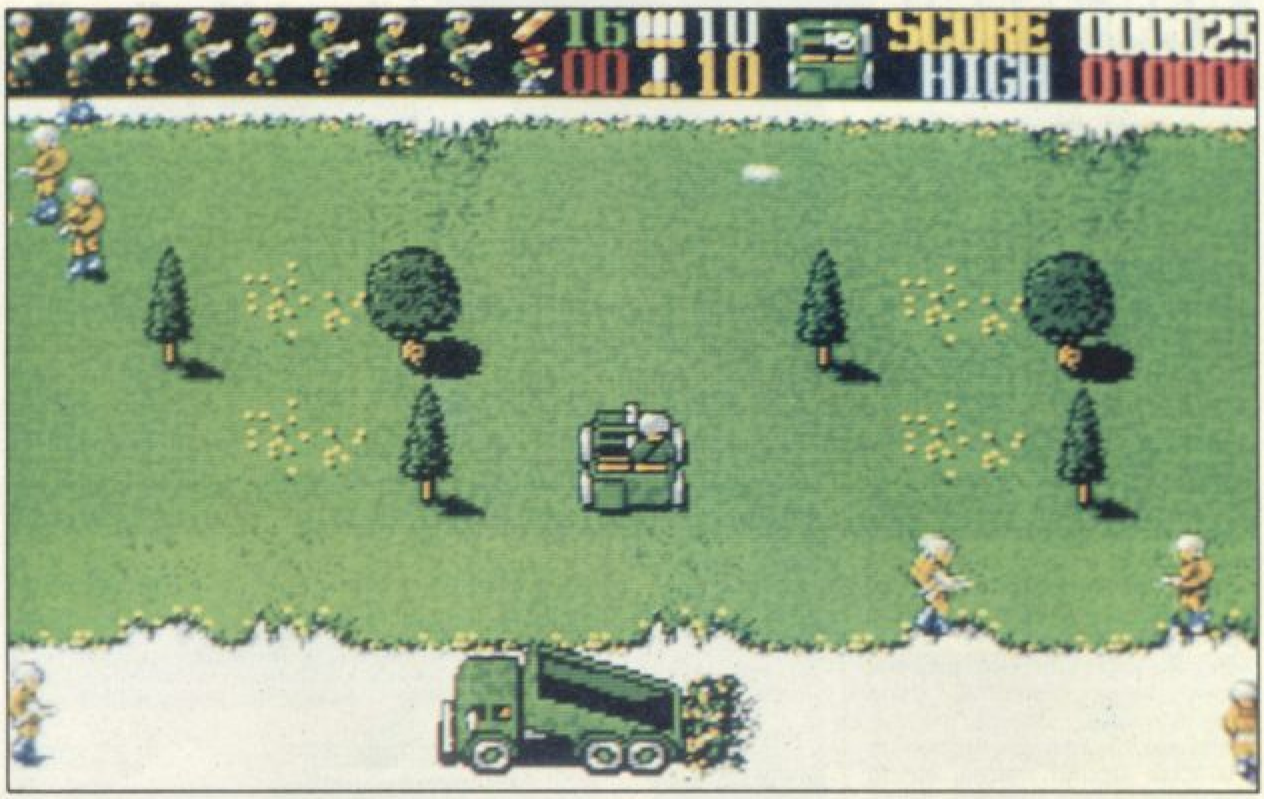
Deposited at the entrance to a military base, you need to locate and destroy eight military posts housing members of Fernandez's junta, before finally assassinating the dictator. On route there is gold to be stolen and prisoners to be rescued. No simple task as the base is crawling with enemy troops.

The action is viewed from a different angle than the C64 game. Rather than a birds-eye view, Imageworks have opted for a *Commando*-style appearance. Consequently the graphics are more detailed, and what it lacks in music is more than makde up for in sound effects and gameplay.

Fernandez Must Die is instantly playable and, on 16-bit, the idea has been expanded and new elements introduced to make it even more gripping. Tony crowther and David Bishop have come up trumps again with a great shoot-'em-up for all budding freedom fighters.

ATARI ST: OVERALL 78%

COMMODORE 64/128: TGM011 71%



The jeep at least provides some protection from Fernandez's troops as you battle to dispose of the despot

VERSION UPDATE

Moon blues

DRILLER
Incentive

Amiga: £24.95
Atari ST: £24.95

MITRAL, one of the two moons of Evath, is in a potentially explosive situation. Vast pockets of gas exist there which normaly would be of little danger, but a comet has been detected heading for Mitral. The resulting catastrophic explosion would throw Evath off its solar orbit.

You have four hours to explore the 16 sectors of Evath and position drilling rigs above the gas pockets. With the flammable substance burnt off, the comet's effect would be of minor consequence.

You steer a tank-like craft around the moon, armed with a laser to counterattack Mitral's automatic defence weaponry and a teleportation device to summon the tall drilling rigs.

A drilling rig is positioned in each sector so that gas can be burnt off – summoning a rig takes a large amount of energy.

To gain access to different parts of the moon, gates are opened using switches, which are activated by shooting geometric objects. This puzzle element was the main attraction of the 8-bit versions, but the considerably increased speed of the Amiga and ST make it more of a fast shoot-'em-up – action coming to the fore.

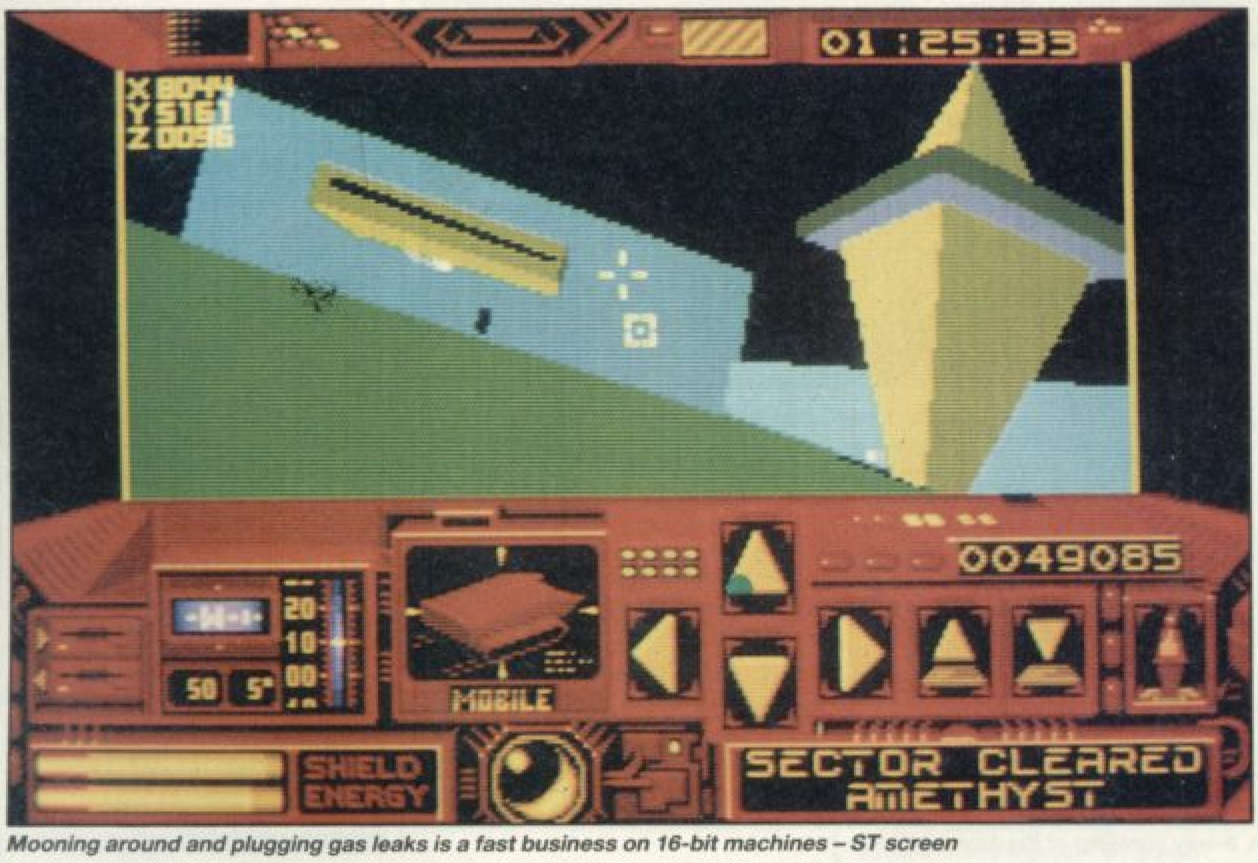
Screen update is not significantly smoother than the original versions, but the higher speed helps – slightly faster on the ST. However, with the arrival of *Starglider 2*, the filled-in 3-D, though good, is hardly spectacular.

Graphical definition is good on the screen-surrounds but maintains the gaudy colour schemes in the 3-D playing area. Loud, full sound effects are in line with 16-bit standards – the Amiga's are slightly better than the ST's.

Driller is a trifle outdated in the fast-moving computer industry – this is the only factor which prevents it being an excellent 16-bit game rather than a very good one.

AMIGA: OVERALL 84%
ATARI ST: OVERALL 83%

SPECTRUM 48/128: TGM002 94%
AMSTRAD CPC: TGM002 95%



Mooning around and plugging gas leaks is a fast business on 16-bit machines – ST screen

NEW LOW PRICE ST!



ST PRICE INCREASE

Due to a worldwide shortage of memory chips, prices of many computers have gone up. From April 1988, the Atari ST range is also likely to be affected. For details of any price increase, please return the coupon below for our latest literature.

£260 +VAT=£299

ONLY FROM SILICA

Finally, there's a personal computer that not only solves problems like other computers, but also solves the one problem that other computers have created. Affordability. Silica Shop are pleased to present the ST range of personal/business computers from Atari. The ST was designed utilizing the most recent breakthroughs in semiconductor technology, producing a personal computer that performs tasks with fewer parts. Which means it costs less to make. And less to buy. The latest ST computers now include built in power supplies and built in disk drives. The TOS operating system and GEM window environment are now on ROM chips which are already installed in the ST keyboard. This enables automatic instant booting when you switch on. Silica Shop are pleased to offer the complete Atari ST range. Our mail order department is situated in Sidcup and we have 3 retail outlets at Sidcup, Lion House (Tottenham Court Rd) and Selfridges (Oxford Street). We have eight years experience of Atari products, longer than any other UK company, and are well established as the UK's No.1 Atari specialist. With a group turnover of over £9 million and in excess of 80 staff, we offer you unbeatable service and support. We provide several facilities which you will find invaluable during your Atari computing life and most of these facilities are available **ONLY FROM SILICA**. We suggest that you read through what we have to offer, before you decide where to purchase your Atari ST.

FREE STARTER KIT - *Only From Silica*

When you purchase any Atari ST keyboard, you will not only receive the best value for money computer on the market, but you will also receive the following from Atari Corporation as part of the package:

** BASIC Language Disk * BASIC Manual * ST Owners Manual * TOS/GEM on ROM*

If you buy your ST from Silica Shop, you will also receive:

** NEOchrome Sampler - colour graphics program * 1st Word - Word Processor*

In addition, we at Silica would like to see you get off to a flying start with your new computer, so we have put together a special **ST STARTER KIT** worth over £100, which we are giving away **FREE OF CHARGE** with every ST computer purchased at our normal retail prices. This kit is available **ONLY FROM SILICA** and is aimed at providing users with a valuable introduction to the world of computing. We are continually upgrading the ST Starter Kit, which contains public domain and other licensed software, as well as books, magazines and accessories all relevant to ST computing. Return the coupon below for full details.

DEDICATED SERVICING - *Only From Silica*

At Silica Shop, we have a dedicated service department of seven full time Atari trained technical staff. This team is totally dedicated to servicing Atari computer products. Their accumulated knowledge, skill and experience makes them second to none in their field. You can be sure that any work carried out by them is of the highest standard. A standard of servicing which we believe you will find **ONLY FROM SILICA**. In addition to providing full servicing facilities for Atari ST computers (both in and out of warranty), our team is also able to offer memory and modulator upgrades to ST computers.

1Mb RAM UPGRADE: Our upgrade on the standard Atari 520ST-M or 520ST-FM keyboard will increase the memory from 512K to a massive 1024K. It has a full 1 year warranty and is available from Silica at an additional retail price of only £86.96 (+VAT = £100).

TV MODULATOR UPGRADE: Silica can upgrade the 1040ST-F to include a TV modulator so that you can then use it with your TV set. This is an internal upgrade and does not involve any untidy external boxes. A cable to connect your ST to any domestic TV is included in the price of the upgrade which is only £49 (inc VAT). The upgrade is also available for early 520ST computers at the same price.

THE FULL STOCK RANGE - *Only From Silica*

We aim to keep stocks of all Atari related products and our warehouse carries a stock of over £½ million. We import many software titles direct from the USA and you will find that we have new releases in advance of many of our competitors. Unlike dealers who may only stock selected titles, we have the full range. In addition, we carry a complete line of all books which have been written about the Atari ST. A range as wide as ours is something you will find is available **ONLY FROM SILICA.**

AFTER SALES SUPPORT - *Only From Silica*

Rest assured that when you buy your ST from Silica Shop, you will be fully supported. Our free mailings give news of releases and developments. This will help to keep you up to date with new software releases as well as what's happening in the Atari market. And in addition, our sales staff are at the end of a telephone line to service all of your Atari requirements. If you purchase an ST from Silica and would like any technical advice, we have a full time technical support team to help you get the best from your computer. Because we have both the staff and the systems specifically dedicated to providing after sales service on Atari ST computers, we are confident that our users enjoy an exceptionally high level of support. This can be received **ONLY FROM SILICA**.

FREE CATALOGUES - *Only From Silica*

At Silica Shop, we recognise that serious users require an in-depth information service, which is why we mail free newsletters and price lists to our ST owners. These are up to 48 pages long and are crammed with technical details as well as special offers and product descriptions. If you have already purchased an ST and would like to have your name added to our mailing list, please complete the coupon & return it to us. This information service is available **ONLY FROM SILICA**.

FREE OVERNIGHT DELIVERY - *From Silica*

Most orders are processed through our computer within 24 hours of receiving them. Most hardware orders are sent by the overnight GROUP 4 courier service FREE OF CHARGE to customers within the UK. This method helps to ensure minimum delay and maximum protection.

PRICE MATCH - *Only From Silica*

We hope that the combination of our low prices, FREE UK delivery service, FREE Starter Kit and FREE after sales support, will be enough to make you buy your Atari equipment from Silica Shop. If however, there is something you wish to purchase, and you find one of our competitors offering it at a lower price, then please contact our sales department, providing us with our competitor's name, address and telephone number. If our competitor has the goods in stock, we will normally match the offer (on a 'same product - same price' basis) and still provide you with our normal free delivery. We realise that we are not the only company who will match a competitor's price. However, if you come to us for a price match, you will also be entitled to our after sales service, including free newsletters and technical support. This makes our price match promise rather special, something you will receive **ONLY FROM SILICA**. We don't want you to go anywhere else for your Atari products. So shop at Silica, the UK's No1 Atari Specialist.

SIDCUP (& Mail Order) **01-309 1111**
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX

LONDON **01-580 4839**
Lion House (1st floor), 227 Tottenham Court Rd, London, W1P OHX

LONDON **01-629 1234 ext 3914**
Selfridges (1st floor), Oxford Street, London, W1A 1AB

SO MUCH FOR SO LITTLE!

There is nothing that can compare with the incredible value for money offered by Atari's 520ST-FM. For only £260 (+VAT=£299), you can purchase a powerful 512K RAM computer, with a 95 key keyboard (including numeric keypad), MIDI interface, GEM, a palette of 512 colours, mouse controller, and a 512K built-in disk drive. The 520ST-FM has a TV modulator built-in, and comes with a lead to allow you to plug it straight into any domestic colour television set. The mains transformer is also built-in to the keyboard, so there are no messy external boxes. You couldn't wish for a more compact, powerful and stylish unit. Atari ST computers are now firmly established in the UK, there are nearly 500 software titles already available for a wide variety of applications and the list is growing all the time. And that's not all. When you buy your new 520ST-FM (or any Atari ST computer) from Silica Shop, you will get a lot more, including a FREE Silica ST Starter Kit worth over £100. Read the ONLY FROM SILICA section on the left, to see why you should buy your new high power, low price 520ST-FM from Silica Shop, the UK's No1 Atari Specialists. For further details of the range of Atari ST computers and the FREE Silica ST Starter Kit, complete and return the reply coupon below.

ATARI 520ST-FM NOW ONLY £260 (+VAT=£299)

520ST-FM with 512K RAM & mono monitor £399 (inc VAT) **Upgrade from 512K RAM to 1024K RAM £100** (inc VAT)

ATARI 1040ST-F - NEW PRICE

We are pleased to announce a new reduced price point on the 1040ST-F which is now available for only £499 (inc VAT). The 1040 is a powerful computer with 1Mb of RAM and also includes a built-in 1Mb double sided 3½" disk drive. The 1040 has been designed for use on business and professional applications most of which require a high resolution monochrome or colour monitor. It does not therefore have an RF modulator for use with a domestic TV set. Modulators can be fitted for £49 (inc VAT).

1040ST-F Keyboard Without Monitor	**£499** (inc VAT)
1040ST-F Keyboard + High Res SM125 Mono Monitor	**£599** (inc VAT)

If you would like further details of the 1040ST-F, return the coupon below.

MEGA ST's NOW IN STOCK

For the user who requires even more RAM than the 520 or 1040 ST's offer, the new MEGA ST computers are now available. There are two MEGA ST's, one with 2Mb of RAM and the other with a massive 4Mb. Both new computers are fully compatible with existing ST's and run currently available ST software. The MEGA ST's are styled as an expandable Central Processing Unit with open architecture and a detachable keyboard. They are supplied with GEM, a free mouse controller and all extras as with the 520 or 1040. Prices are as follows:

MEGA ST 2Mb Keyboard + CPU	**£899** (inc VAT)
MEGA ST 2Mb Keyboard + CPU + SM125 Mono Monitor	**£999** (inc VAT)
MEGA ST 4Mb Keyboard + CPU	**£1199** (inc VAT)
MEGA ST 4Mb Keyboard + CPU + SM125 Mono Monitor	**£1299** (inc VAT)

If you would like further details of the MEGA ST's, return the coupon below.

ATARI ST

To: Silica Shop Ltd, Dept GAM13, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX

PLEASE SEND ME FREE LITERATURE ON THE ATARI ST

Mr/Mrs/Ms: .... Initials: .... Surname: ....

Address: ....

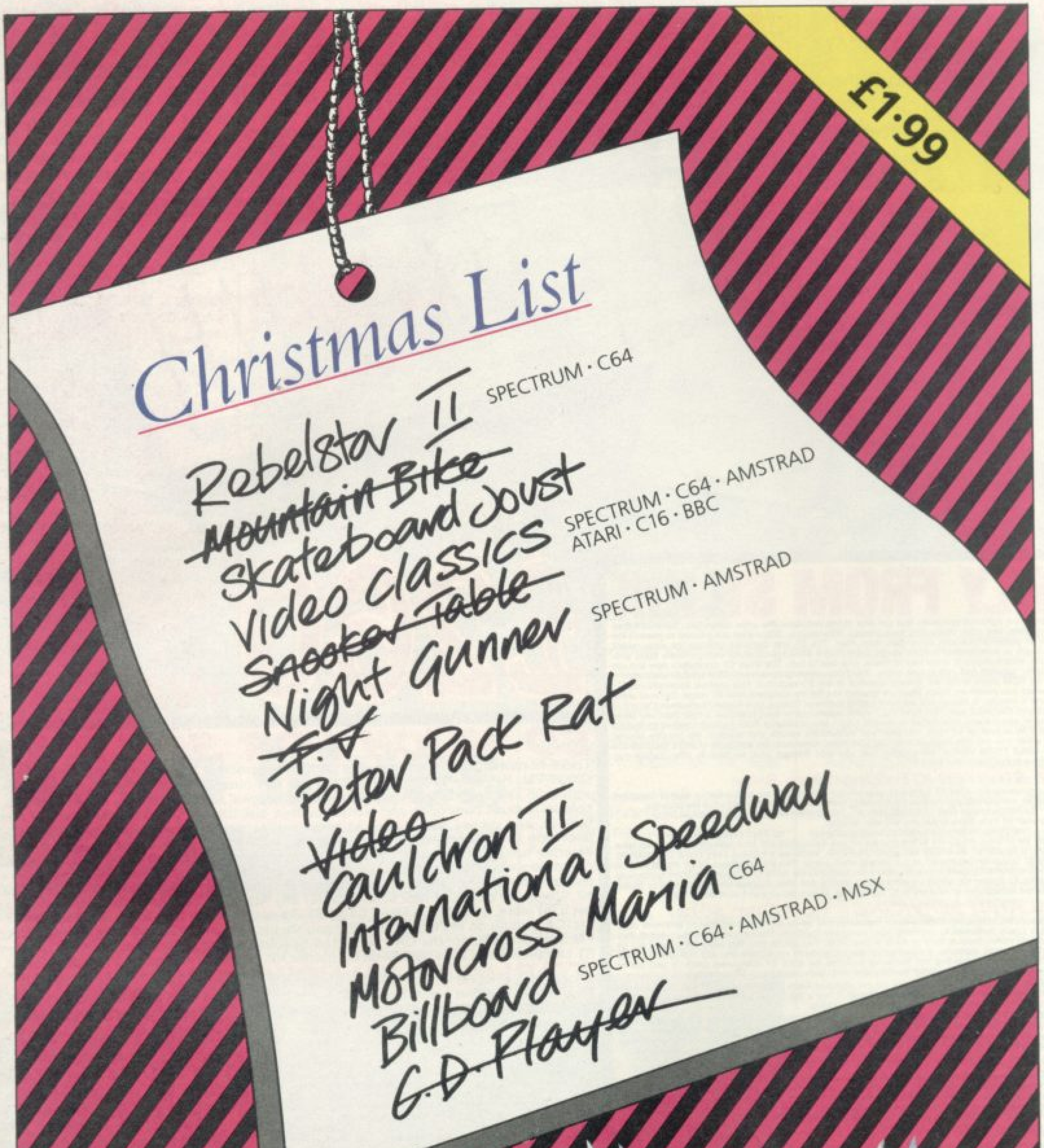
....

....

Postcode: ....

Do you already own a computer
If so, which one do you own? ....

PRESS ANY KEY



What's on your list this Christmas?

Telecomsoft, First Floor, 64-76 New Oxford St, London WC1A 1PS.
Silverbird and Silverbird Logo, registration applied for.

All available on Spectrum Commodore 64 and Amstrad unless otherwise stated.

ANYTHING HUMANS CAN, RASTERSCAN

RASTERSCAN
Mastertronic

Rasterscan, a Cruiser Class X cargo craft, was on a routine journey when it hit the millenium's storm. This disrupted its various systems and rendered them immobilised for the duration of the maelstrom.

Luckily, the ship doesn't need a full crew to function, having only a single human captain to overview robots and mechanical devices. This man died as a result of the failure of life-support systems and most robots remain crippled in the aftermath, leaving Rasterscan a lifeless floating hulk.

Only the Class 4 maintenance droid you control regained 'life'. Although now limited to simple functions, it takes on the task of returning order to the ailing ship.

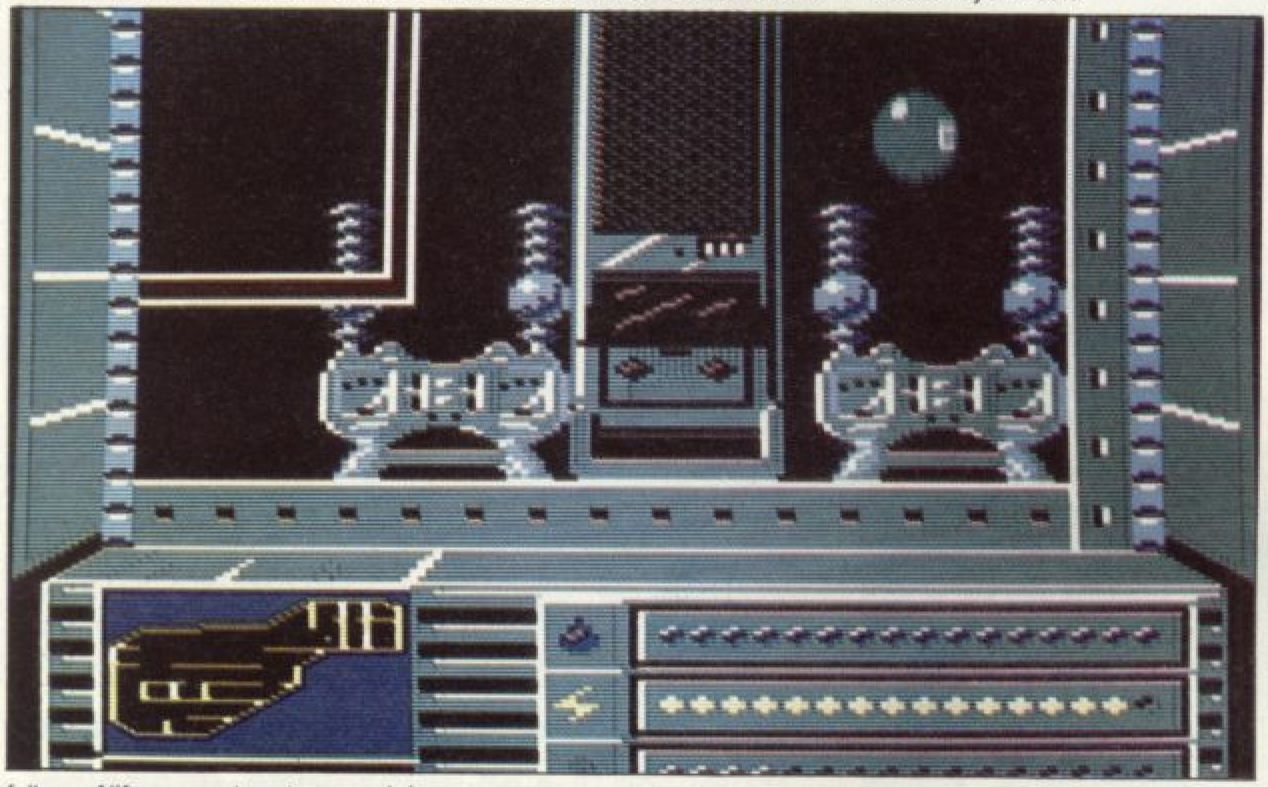
Joystick or keyboard changes the acceleration of the spherical robot in the four principal directions, its spin determining rebound direction off obstacles and ship features. Objects are available to be picked up and are necessary to complete the game.

Lock logic
A status panel displays your current inventory, below which is a map of the ship showing your position and that of the features in need of repair. Fuel, danger levels and emergency battery power are displayed to the right of the panel. Should the batteries drain, the game is lost.

Rasterscan is split into four subtasks: repairing the generators, switching on the engines, entering the scanner room, and finally steering the ship to safety.

Locks are an integral part of the game and form most of its puzzles. A switch displays an eight-sided lock when activated and an arrow is moved around its edge. Panels are selected which then affect the colour of others. To open a lock, all panels have to be the correct colour.

Though the packaging seems keen to project the puzzle and logic elements of *Rasterscan*, more time in gameplay is spent trying to get to grips with the awkward control system. The spin on the droid is reversed on contact with an obstacle, so using the gyratory method of steering can make navigating a narrow gap extremely difficult.



A puzzled Mark 4 droid pauses to reco. l his thoughts

A simple, unambitious flick-screen arcade adventure originally released on 8-bit formats, *Rasterscan* is reasonable for the price, despite it awkward control system.

PC
£9.99

Before commencing play, a game speed is entered, in a range of one to nine. This is generally useless, as anything above two is boringly slow, and at speed one the droid bounds around the screens at an unplayable rate. Rasterscan **makes brightly coloured use of the EGA card, and looks like an aging C64 arcade adventure. Sound effects only occur at the start and when locks are used – they are a disappointment even for the PC.**

OVERALL 44%

OTHER FORMATS

Available for some time now on 8-bit formats at £1.99. No other 16-bit conversions are planned.

"A simple, unambitious flick-screen arcade adventure"

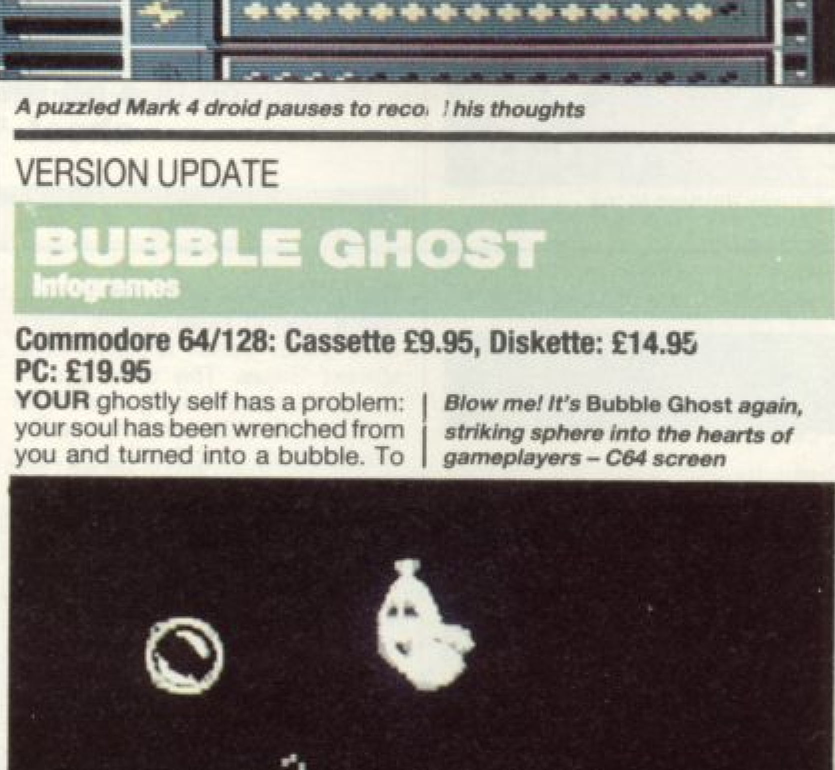
VERSION UPDATE

BUBBLE GHOST
Infogrames

Commodore 64/128: Cassette £9.95, Diskette: £14.95
PC: £19.95

YOUR ghostly self has a problem: your soul has been wrenched from you and turned into a bubble. To achieve eternal peace you have to blow your bubble-like soul through a danger filled castle.

Blow me! It's **Bubble Ghost** *again, striking sphere into the hearts of gameplayers – C64 screen*



Bubble Ghost on the C64 doesn't quite live up to the expectations set by 16-bit versions. It appears similar, but lacks the nice touches that made the earlier versions so enjoyable. The control method is awkward, it being near impossible to blow and move at the same time. However, *Bubble Ghost* remains a fun puzzle game. It is addictive and a reasonable implementation of a good game – but it could have been better. The PC version includes all the fun aspects of the original.

Both versions feature training modes where you can practise particularly hard screens.

COMMODORE 64/128: OVERALL 61%
PC: OVERALL 79%

ATARI ST: TGM002 72%
AMIGA: TGM012 78%
AMSTRAD CPC: TGM012 64%

BY HELL HE COPPED A JET

TYPHOON
Imagine

If it's not a film licence it's a game licensed from the arcades. Ocean/Imagine seem to exist on such deals. The latest is *Typhoon* from Konami, a high-speed jet/helicopter shoot-'em-up.

The game idea is a traditional one - shoot anything that moves, if it doesn't move shoot it anyway – if it can't be shot, collect it. There are six levels of action to be played until the final conflict with the mother ship. The first two as an F-15 jet fighter battling it out against enemy jets and an aircraft carrier.

After blade

Opening levels are followed by a series of seascapes infested with war boats and submarines.

Additional weaponry is collected by shooting enemy supplies. And for really tricky situations there is a smart bomb which annihilates everything on-screen in one go, but it can only be used once.

Typhoon is by no means an original game, the Apache helicopter sections resemble a poor attempt at *Thunder Blade*. While the jet sequences owe their origins to *Afterburner*.



Flying high in your F-15 fighter jet, battling a way through to the end-of-game mother alien

SPECTRUM 48/128
Cassette: £7.95
Diskette: £14.95

All the game graphics are monochromatic. While this is effective in getting rid of unsightly attribute clashes it makes it hard to distinguish enemy missiles from scenery. However, this version is slightly easier to play. Typhoon gets progressively difficult but gameplay soon becomes repetitive. It is a an uninspiring, unoriginal shoot-'em-up that does little for the reputation of licences. 48K owners will further have to suffer the indignities of multi-load and poorer sound.

OVERALL 59%

COMMODORE 64/128
Cassette: £8.95
Diskette: £12.95

Graphics are much clearer but remain far from impressive. This version offers a continue-game option which is helpful when you've fought some way through the levels. Sound may be switched between bland effects and a funky theme.

OVERALL 67%

OTHER FORMATS

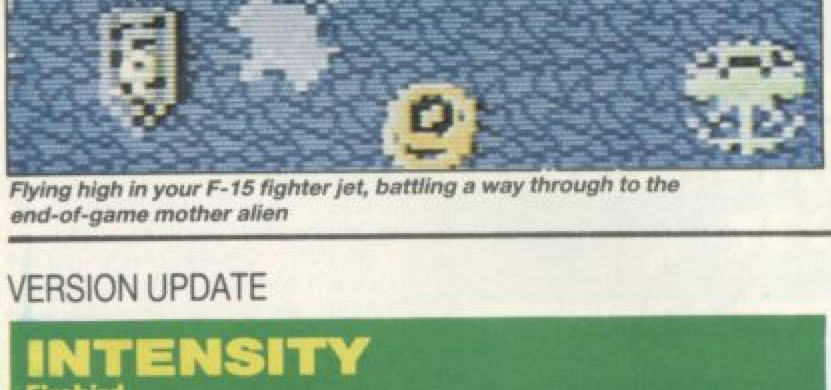
An Amstrad CPC version should be airborne soon (cassette £8.95, diskette £14.95). No 16-bit conversions have be planned as yet.

> "Typhoon **is a an uninspiring, unoriginal shoot-'em-up"**

VERSION UPDATE

INTENSITY
Firebird

Spectrum 48/128: Cassette £7.95



Strategic gameplay – this screenshot just skims the surface

THE EXPLORATION and mining space station base, Canis Major went under attack whilst in orbit around Sirius. The crew are in danger from hull-eating aliens. The only course of action is to rescue the colonists in a drone ship and take them to a shuttle at the far end of the station.

Intensity consists of 80 screens, arranged in five groups or layers of 16 platforms. Colonists emerge from airlocks and have limited time to board the drone.

Up to 15 can be rescued from a single screen – the next platform you face depends on the number you save before using the flashing exit, so some strategy is necessary.

Each time a colonist reaches the drone, an 'R' (a Resource Unit) drifts around the screen, these are collected until a new, preferably better skimmer or drone can be afforded.

The evermore powerful, mutating aliens kill colonists and damage the drone, space station and even the skimmer. It is advisable to destroy them while they remain vulnerable.

At a reduced screen size, **John Cumming**, the graphics designer for this version, has included a lot of fine detail. Generally monochromatic, a few highlights of colour improve the presentation of the shaded platforms. If anything, graphical presentation is higher than that of the C64, including scrolling stars in the background. There is more action than in the original, although this does not make it any more difficult.

Jazzy title screen music and good effects round off an excellent conversion.

SPECTRUM 48/128:
OVERALL 77%

COMMODORE 64/128:
TGM011 75%



Searching rooms for runes – a boring passtime on the Spectrum

COME ON THE ALBION

ARTURA
Gremlin

In 5 AD, the supposed age of chivalry, the great land of Albion ran with blood drawn by honed iron and was lit by the eerie light of magic. Wars raged between the kingdoms, leaving the country prey to invading forces. Something must be done.

Using his influence as a son of the Pendragon family, Artura intends to unite Albion to fight potential invaders. The petty kingdoms don't listen to simple reason, the only way to gain cooperation is to appeal to a baser instinct; greed.

The fabulously valuable Treasures of Albion were hidden at the time of the Eagles' invasion and, if found, would be more than enough incentive for the chieftains to accept a High King.

Unfortunately, only Merdyn the Mage knows the treasure's location and he's disappeared. Artura's only chance is to find Nimue, Merdyn's apprentice, who he knows to have been kidnapped by the evil Morgause.

Once Nimue has been found, the only way back is to use runes found whilst on your rescue mission.

Artura takes the form of a flick-screen arcade adventure. The main character, Artura, is steered left and right, across platforms and up and down stairs. Doors and archways represent paths at 90 degrees to the current plane and when entered, shift the viewpoint to retain a profile.

The game begins with Artura already at Morgause's fortress, guarded by soldiers and some unusual mutant half-man, half-rat creatures. Giant spiders, rats and owls are semi-natural defenders of the realm. Artura has a limitless supply of axes with which to slaughter.

Rune for improvement

A status panel displays his diminishing lifeforce, replenished by collecting food and Runes. These stone tablets are found in fragments and have to be assembled in Rune mode to generate magical power.

This type of arcade adventure has been around for a very long time so it is surprising that Gremlin have bothered with such a game. The sword and sorcery scenario, complete with damsel to rescue and magic items to find, is as tired as the game design.

Wandering around mildy varying corridors throwing axes at enemies is uninspiring, even discovering a new piece of Runestone promotes little enthusiasm.

Mapping is essential (a compass display would have been useful), though quite how much of the maze you will want to discover remains to be seen. *Artura* is much too simple and out-dated for today's market.

SPECTRUM 48/128
Cassette: £7.99
Diskette: £12.99

Colour has been injected unsuccessfully into Artura, **it only drawing attention to the Spectrum's limits by having psychedelically patched sprites. The backgrounds often hide Artura and his opponents, who walk around under only two frames of animation. Arcade adventures of this type are particularly prevalent on the Spectrum, making** Artura **particularly unremarkable.**

OVERALL 42%

ATARI ST
£19.99

Prettily bordered text screens add nicely to presentation – which features a colourful display. Backgrounds, however, tend to focus on drab shades. Sprite animation is little improvement on the Spectrum while audio is a choice between infrequent and inappropriate percussive effects or an annoying, monotonous tune. Only of interest to ST-owning cartography addicts.

OVERALL 48%

OTHER FORMATS

Commodore 64/128 and Amstrad CPC versions (£9.99 cassette, £14.99 disk) should be available as you read this.

"The sword and sorcery scenario, complete with damsel to rescue and magic items to find, is as tired as the game design."

VERSION UPDATE

REVENGE OF THE MUTANT CAMELS II
Mastertronic

Amiga: £9.99

90-FOOT HIGH METABEASTS – (mutant camels) have been awoken from hybernation to fight back a Terran invasion fleet from the Zzyaxian Empire.

100 waves of left-to-right scrolling levels full of ghosts, discs, hearts, computer chips and telephone boxes are yours to battle through. They are avoided or shot – the penalty for failure is paid in lost energy and, ultimately, lives.

The MetaBeast spits bullets while walking or jumping but drops bombs when hovering. These weapons can be updated by spending wave-completion credits. Shields and extra lives can also be bought, but defences only last for a single wave. Wave and weapon selection add strategic elements to the game, where difficulty and credits have to be taken into account to succeed.

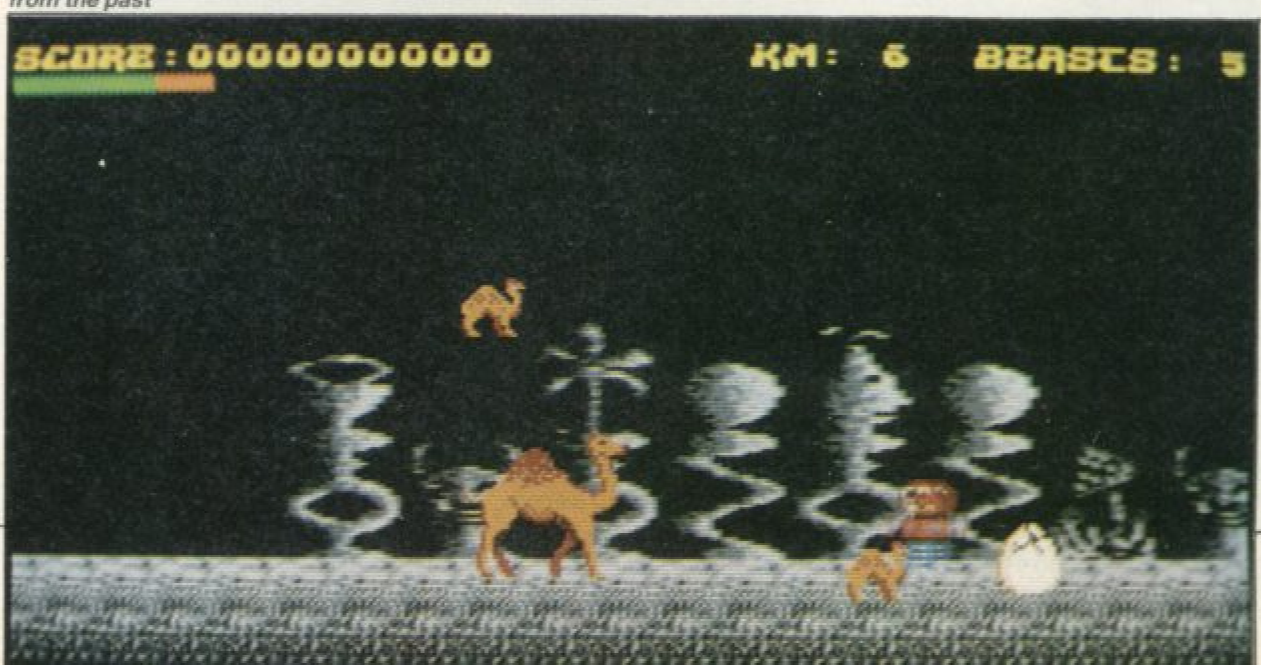
This version suffers in that the machines superior capabilities have been used to only marginally improve graphic presentation and sound quality. Sprites redrawn at the Amiga's resolution are clear, but no detail has been added, giving a bland appearance to the already repetitive backdrops.

Sound effects are unremarkable standard blasting fair, and the sedate title music is uncharacteristic for a shoot-'em-up.

The unvaried action soon becomes boring, despite the strategy element – but it may be of interest to ex-C64 owners who don't mind spending ten pounds for a largely uninspiring trip down memory lane.

AMIGA: OVERALL 49%
ATARI ST: TGM008 63%

Don't get the hump! Carry on camel as you fight for truth, justice and the dromedarian way in Minter's Psychadelic blast from the past



I DON'T BELIEVE IN WARRIORS

MIRACLE WARRIORS
Mastertronic

Breaking the Seal of the Pandora Passage, the hordes of darkness, led by Terarin, have burst through the portal and are ravaging the land. Only the four Miracle Warriors can hope to defeat Terarin, find the Seal and vanquish the armies of darkness forever.

You are one of the four. Your adventure begins outside a castle on the open plains where your first task is to join with your three amigos, Guy, Medi and Turo. Visiting wise sages, caverns and stone circles reveals clues to their whereabouts.

Villages provide equipment for purchase, healers, blacksmiths and sources of information. Cash can be earned by killing creatures and trading their fangs for guilders.

As you move through the region, a map of your surrounding area scrolls appropriately, and a graphic representation of immediate locations is updated with your every step.

The land is never safe now that the evil hordes are present, and frequent close encounters bring up the immediate view with options for interaction. Evil creatures know only to attack and the more friendly characters reveal little information when talked to. MAGIC and SPELL options are displayed, but you begin with no magic items to hand – no spells can be cast.

Armour light

At the start of the game you are practically useless at everything bar simple combat, having no armour, shield or sword. You are very quickly made aware of your vulnerability and staying alive for any length of time is difficult. Patience is required to gain experience and strength before proper exploration of the land can be made.

Using the Sega for anything other than arcade games may seem pointless, the design of the console restricts the scope of games that can be created for it. Unfortunately *Miracle Warriors* with its RPG concept doesn't prove this theory wrong, the game suffers from an acute lack of depth and flexibility. Simple communication, movement and combat are the only three elements.

Building up your character's strength and experience is the way to succeed. Unfortunately the endless repetition of combat, inflexible interaction and monotonous predictability kills this shallow attempt at an RPG.



Beware this evil creature for thou holdest not even one magic item

SEGA
Two Mega Cartridge: £32.95

With graphics superior to many RPGs, Miracle Warriors **promises a lot in appearance but doesn't deliver in gameplay. The tortured use of English and strange Japanese names aside,** Miracle Warriors **offers neat presentation with good sprites, attractive backdrops and a number of pleasant tunes. No depth though.**

OVERALL 40%

"Endless repetition of combat, inflexible interaction and monotonous predictability kills this shallow attempt at an RPG."

VERSION UPDATE

Sole searching

CYBERNOID II
Hewson

Amstrad CPC: Cassette £9.99, Diskette: £14.99



More pirates, more treasures, more weapons . . . but still only one hero

THE PIRATES ARE BACK, with a new, more powerful, Battlestar base which they have again strewn with jewels from your planets storage depots.

You have been given an improved Cybernoid ship, armed with seven types of weapon, with which to to infiltrate the new complex. A shield gives invincibility for a limited time but, like all weapons/defences, is replenishable by collecting objects left behind by destroyed aliens.

The complex is a maze of flick screens filled with huge laser cannons, spitting heads and moving gates. These introduce puzzle elements to the game and strategy is needed when weapons are in short supply. The base is split into levels to be completed within a time limit.

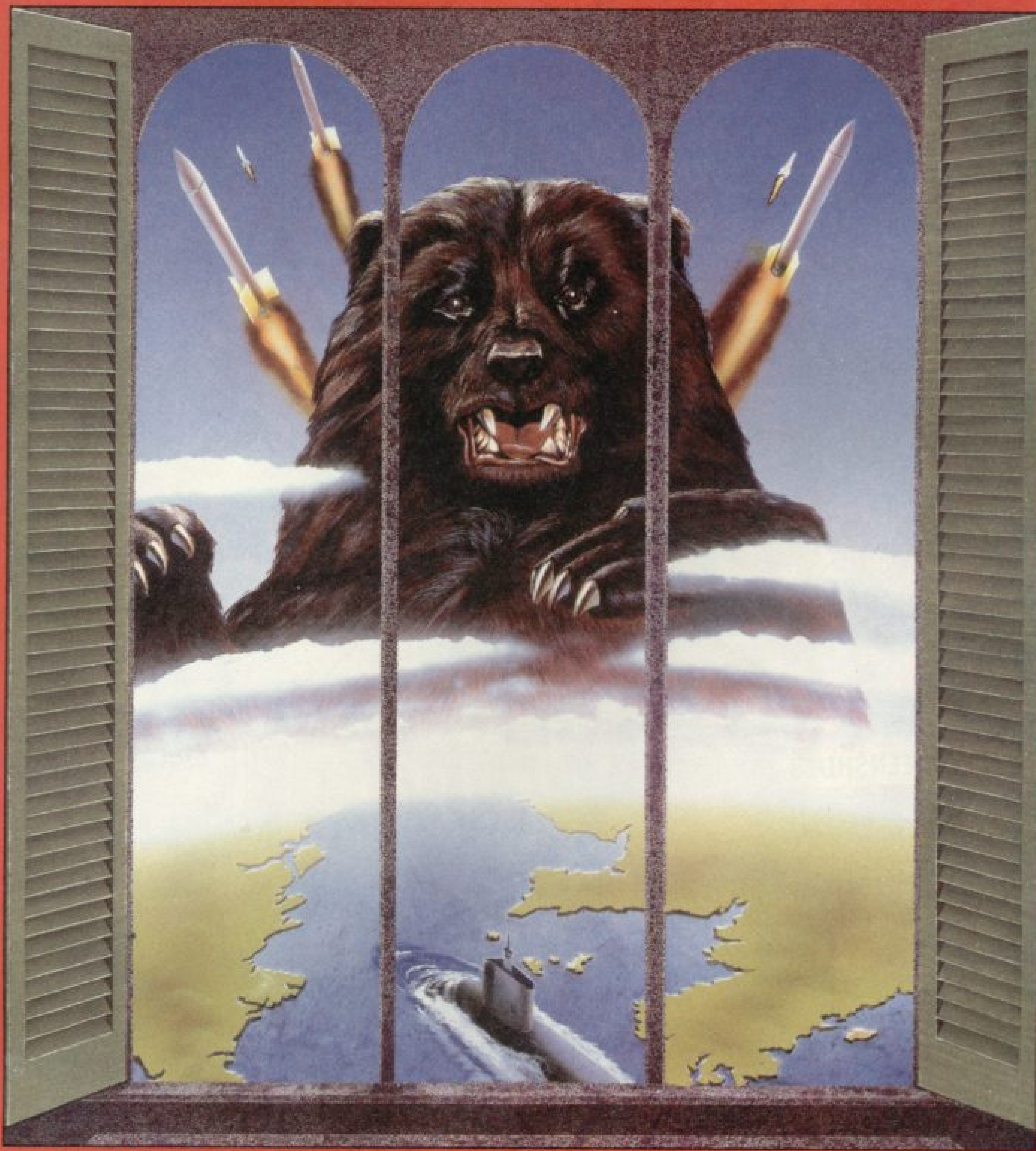
Resembling a graphically compressed version of the C64 incarnation, the Amstrad uses a wide but tasteful amount of colour, nicely shaded. Control response is sluggish and action slows down considerably when there are many objects on-screen. An activated shield is not indicated graphically, like other versions, but by pulsing sound, which can easily be missed in fierce combat.

A quality arcade game, much visually improved over the original, but remaining very similar in gameplay.

AMSTRAD CPC: OVERALL 86%

COMMODORE 64/128: TGM012 87%
SPECTRUM 48/128: TGM012 85%

THE MICROPROSE



RED STORM IS RISING

Red Storm Rising

The storm has broken. MicroProse's latest title is here.

This high technology simulation of strategy and tactics is based on one of the most dramatic and detailed stories of modern warfare – Red Storm Rising, the international best-seller by Tom Clancy and his technical collaborator Larry Bond.

Working with the authors, MicroProse have brought the book's intense action and excitement to your computer screen. You are put in command of an American nuclear attack submarine at a time when the two super powers collide.

Standing between the Russian bear and global domination, you play a crucial role in the conflict. Missions take you to an astonishing variety of undersea environments, plunging you into challenging and exciting situations.

Prepare for action in this heart-pounding simulation. Available for Commodore 64/128 for Cassette £14.95, Disk £19.95.

MICRO PROSE
SIMULATION • SOFTWARE

MicroProse, 2 Market Place, Tetbury, Glos, GL8 8DA. Tel: 0666 54326


PLUS · PLUS · PLUS · PLUS · PLUS · PLUS
Professional
BMX
Simulator
SCREENSHOTS
COMMODORE C64
EXPERT VERSION
BMX SIMULATOR
PRESS SPACE TO CHANGE CONTROLS
PRESS S TO START
COMMODORE C64
SPECTRUM
AMSTRAD
RICHARD DARLING
Research and Development
DAVID DARLING
Television Promotions
Richard Darling – 'Pro BMX has got to be my best game! Four player action, three totally new race meets – Quarry Racing, Dirt Biking and Desert Riding – each with five exciting circuits. It's just like the real thing – the burms, bumps and ramps really work!'
'Fifteen incredible courses make Pro BMX the biggest best BMX game yet!'
David Darling – 'Richard's Pro BMX simulator is excellent – now with 4 player action, two tapes and a color BMX poster – it's amazing value at
£4.99
COMMODORE C64
AMSTRAD, SPECTRUM
Code Masters
Plus
CODE MASTERS SOFTWARE CO LTD., PO BOX 6, LEAMINGTON SPA CV33 0SH

TRIAL BY DICK

ALBEDO
Loriciels

You are a skilled space warrior who, with his wealth of combat and gaming experience, is in need of a real challenge. Unfortunately, Daley Thompson seems to have the decathlon pretty much sewn up. However, from galaxy-wide reputation, you hear of the zero-g laser fights of the planetoid Albedo and the mysteries held thereon. It would take a better man than you to resist.

The trials – as the fights are known – take place in caverns beneath Albedo, and were designed by Dick. He is the supreme master of the trials and holds a dark secret which you long to discover. Completing all trials will lead you to the ultimate test, and from there, Dick's secret.

Options in *Albedo* are selected by guiding the rays of a pulsating globe. Symbols lie atop pillars surrounding it, and make up three 'menu' screens. The first changes sound options (the ST version allows you to play the game music through a MIDI synth), shows high scores, changes control devices, displays programming information, and selects one or two player games.

In each trial you guide a spacesuited warrior, armed and defended by a combined shield and laser gun device. This weapon can be guided with the fire button depressed when your feet are planted on a cavern surface. Magnetic boots enable you to 'stand' on the metal-lined and mineral-laden caverns. The freedom of walls and ceilings are yours with such footwear, but you can also glide through the air, using the thrust of laser fire to move.

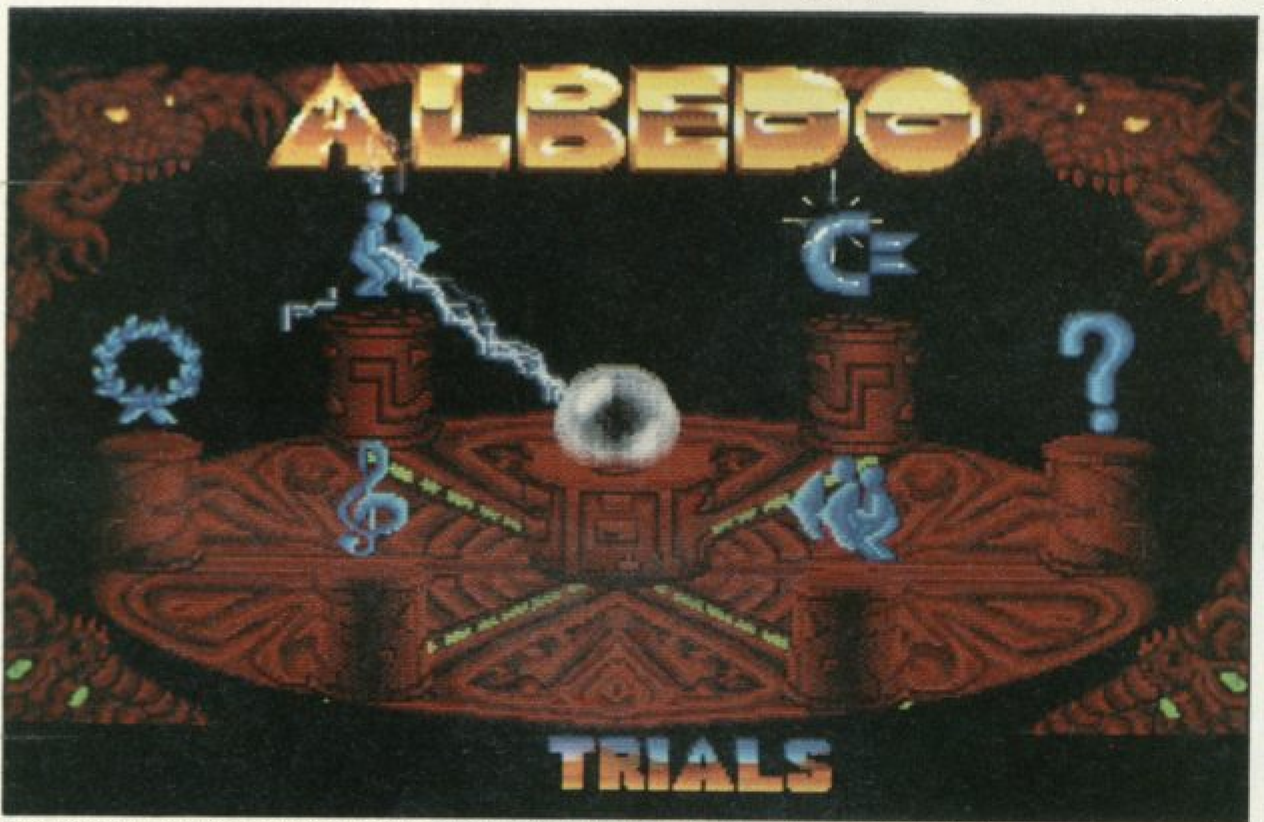
These boots are gonna walk . . .

There are 11 single player games, chosen from the menu ring, four of which must be completed – by reaching a set score – before any of the others are accessed. Various creatures are faced: ghosts, mad robots, viruses, and bubble-eater worms, to name but a few.

There are four two-player games, where you destroy your opponent, out-score him, shoot his remote target, or guide a small lightglobe into his goal in photo-soccer.

Albedo's control system takes a while to get used to, and even with practise, there's often a sense of helplessness. It is impossible to shoot directly above your head, which restricts aiming and can make targets evasive.

Single player games vary little – only enemy aliens change form – but working through them does provide a challenge. Two-player games bring out fierce rivalry – particularly when setting your opponent alight as you glide by – and it makes a pleasant change from endless aliens.



The detailed, attractive selection screen where options are selected and trials entered – Amiga screen



One of the trials where the hero hangs on to walls and ceiling in his attempt to defeat alien life-forms

AMIGA
£19.99

Albedo **is visually almost identical to the ST version, with the exception of a slightly wider play area. A wide range of high quality voices to match the well-composed music make up for the lack of MIDI – sound effects and gameplay remain the same.**

OVERALL 57%

ATARI ST
£19.99

The unusual option selection screens are the most attractive feature of Albedo**, panels glowing and icons sparkling as lightning crackles across the circle. By comparison, the game looks plain, featuring simple, dreary sprites and the warrior having a strangely animated walk. The backgrounds are sedately patterned, with a few atmospheric details. Even without the potential of MIDI, the title music is futuristically etheral and novel samples accompany the blasting.**

OVERALL 56%

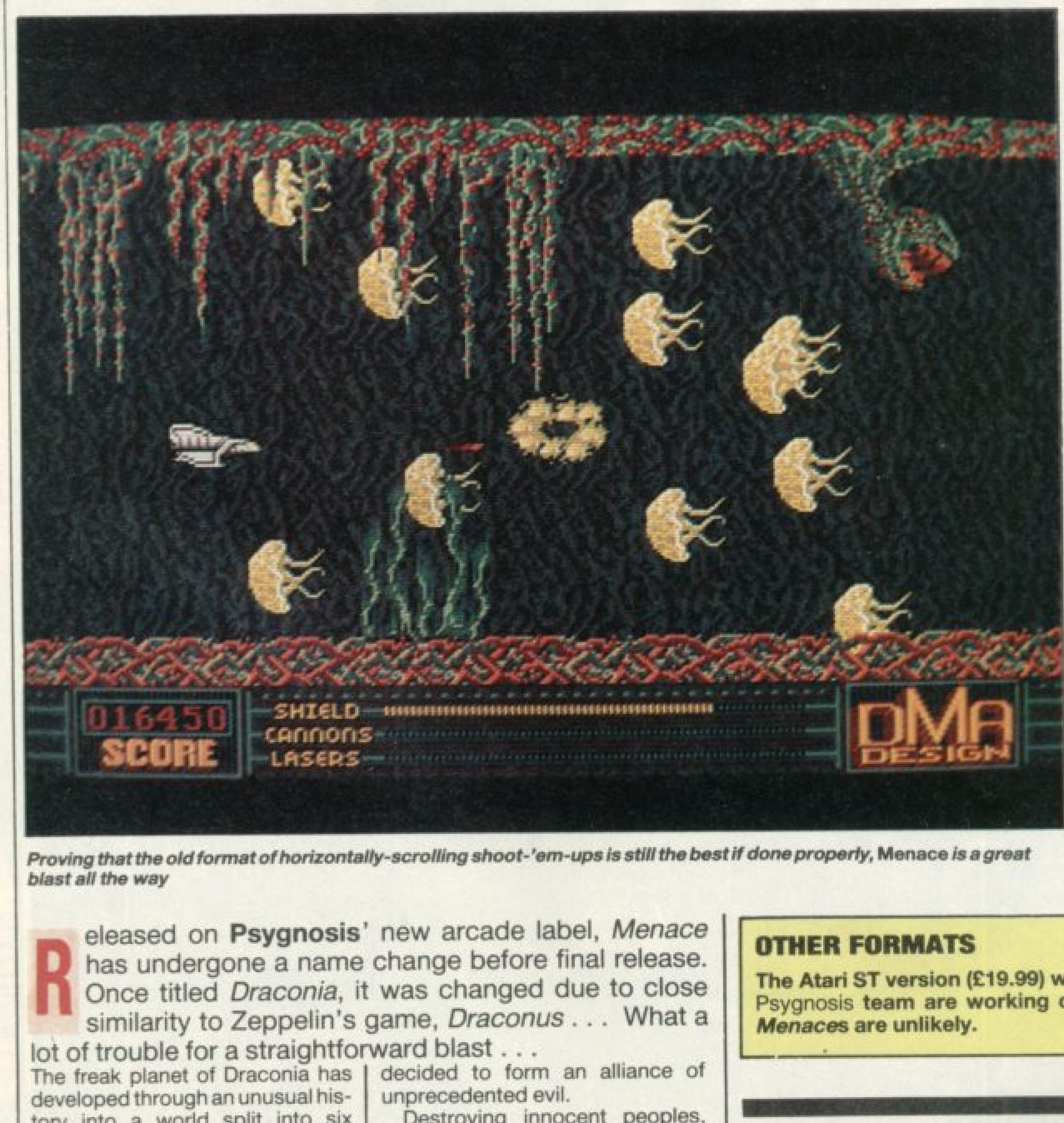
OTHER FORMATS

A PC version soon, priced £24.99

"Albedo's control system takes a while to get used to, and even with practise, there's often a sense of helplessness"

MENACE SPRING AGAIN . . .

MENACE
Psyclapse



Proving that the old format of horizontally-scrolling shoot-'em-ups is still the best if done properly,* Menace *is a great blast all the way

Released on **Psygnosis**' new arcade label, *Menace* has undergone a name change before final release. Once titled *Draconia*, it was changed due to close similarity to Zeppelin's game, *Draconus* . . . What a lot of trouble for a straightforward blast . . .

The freak planet of Draconia has developed through an unusual history into a world split into six zones. Each zone was ruled by power-hungry maniacs who think nothing of launching into battle to gain a piece of land or crop of valuables. The six rulers were exiled from the same galaxy (once their home) and so, against their deepest warring characteristics, decided to form an alliance of unprecedented evil.

Destroying innocent peoples, they scavenged their victims worlds for resources to provide them with luxurious palaces and highly advanced defences. Their scientists mutated captured animals to create organic defenders while engineers produced computer-controlled space and air craft to form an even greater army.

The threat they present must be ended and Draconia destroyed. A fleet would not be able to get past the orbiting defence spacestations, and so a single, undetectable fighter must fight its way across the planet (yawn).

Icon you not

Icons that appear when a complete wave of aliens has been destroyed can be picked up to enhance weaponry. Starting off as a 1000 point bonus, the icon is shot to convert it to speed-up, force field, shield, laser and so on. Laser and cannon give additional firepower, when fueled, but have limited shots.

Scenery in the six levels includes vine-strewn greenery, metallic caverns of pipes and generators, skeletons and decapitated giant eyeballs dripping with blood.

The many adversaries include robotic faces, fanged sea-rays, grasping hands, pterodactyls and various UFO's, backed up by huge end-of-level monsters.

The horizontal shoot-'em-ups spawned by Konami's *Nemesis* trilogy are many though not necessarily varied, and have made an indelible mark on the 8-bit market. Yet to develop on the 16-bits, Psyclapse's *Menace* is a step in the right direction.

Only a few marks can be awarded for originality, and the few additional weapons are difficult to select before the icon scrolls off-screen – but a competent blast is always fun.

AMIGA
Diskette: £19.95

Although featuring pleasant shading and detailed sprites, the graphics in Menace **are something of a disappointment. The Ruins of Kruger get top marks though, where segments of stone join to form two large devil-head enscribed slabs which move smoothly about screen. At the end of the level, a huge throned demon sends forth wiggling luminous snakes from a sparkling globe which he holds in his clawed hands. A Xenon-like soundtrack pounds away accompanied by standard, sampled sound effects.**

OVERALL 78%

OTHER FORMATS

The Atari ST version (£19.99) will be available as you read this. A Psygnosis **team are working on a C64 version, but other 8-bit *Menaces* are unlikely.**

"Psyclapse's Menace is a step in the right direction, its difficulty is countered by a continue-play option"

SUMMER YOU WIN

THE GAMES: SUMMER EDITION

US Gold/Epyx

The UK release of *The Games: Summer Edition* is too late to coincide with the steroid-taking scandals and Daley Thompson bomb-out of the '88 Olympics, but perhaps some after-the-event enthusiasm remains to be tapped.

In an impressive introduction sequence, a map of South Korea is overlaid with photographs of local scenes followed by shots of the arena. An overhead picture of the main stadium zooms in on the track and follows it round to a giant video of the Epyx logo, which gives way to the title screen.

A plan of the various arenas and sports halls is shown, with the eight events marked on the appropriate building. An Olympic torch is guided to one of these to practice an event – you can have as many attempts as you like but the results are not recorded. A menu is also accessible, allowing you to compete in some or all events, replay the opening sequence, or view the world records (and on the PC, change graphics mode and alter control configuration).

Before taking part in competition, up to eight players may enter their names and choose one of the 16 available countries to represent. The national anthem is played before the first event: diving.

The bounce of the diving board is adjusted to suit and a back or forward dive chosen. The style of dive is defined by eight possible moves and made with joystick direction and fire combinations. A team of five judges award marks out of ten.

A one-on-one cycling race is next, around the angled walls of the velodrome. Two views are presented – a plan view of the track, showing the relative positions of the cyclists, and a behind-the-player view as he pedals around the circuit.



Watch your socks as well as the bull's eye – PC screen

Medal guru

The next two events, the rings and the uneven parallel bars both follow a similar format. From each position on the bars or rings, the joystick can produce a number of moves.

In the hammer throwing, left/right movements increase your spin, while the fire button begins the revolve stage and finally releases the hammer.

Hurdles are tackled along a distance of 110m on the C64 and 440m on the PC, but both use rhythmic waggling and fire.

Left/right movements match the competitors footfalls to gather speed on the pole vault, the pole is planted and released by up/right moves.

In archery, an inset close-up first shows the bowing arm, where the pull is set, then the bow sight over the target. The arrow is aimed to take into consideration wind factors, indicated by an airsock.

After each event, medals are awarded and the winners anthem played. World records are acknowledged and saved to disc.

Being the third summer sports package, and the seventh in the *Games* series, Epyx are running desperately short of events but obviously don't want to give up a profit-making format. Diving and pole vault were both in *Summer Games*, and although not around a velodrome, cycling was featured in *Summer Games II*. The other events have been seen before, in some shape or form, in other sports programs, and the Epyx control styles are now over-familiar.

In a single-player game, only archery and hammer throwing are notably playable, and the competitive spirit of multi-player games is not overwhelming.

Though not a bad package, now would be a good time to bring the *Games* series to an end.

COMMODORE 64/128
Cassette: £9.99
Diskette: £14.99

The change of programmers since World Games **is evident at a glance. The graphics are sub-standard for a 64, never mind the celebrated Epyx. Sprites are blandly defined and often indistinct, infrequently rising above adequate. Backgrounds follow suit, and the music and sound effects are a step back in time. C64 owners have a very wide range of sports games to choose from, so needn't pick this one.**

OVERALL 66%

PC
£24.99

Sprites on the PC have a greater clarity, but although EGA is used, there is unattractive stipple-shading in some backgrounds. The opening sequences to velodrome cycling and hurdles use speedy 3-D, which is highly impressive, even after seeing Star Glider 2**. There are more additional features, like scrolling messages and cyclist close-ups, which typify the high standard of presentation. Keyboard control is awkward for some events but on the whole works better than joystick. Worthy of attention.**

OVERALL 76%

OTHER FORMATS

Conversions to Spectrum (Cassette £8.99, Diskette £12.99) Amstrad CPC (Cassette £9.99, Diskette £12.99) Atari ST (£19.99) and Amiga (£24.99) won't be available until 1989.

"In a single-player game, only archery and hammer throwing are notably playable"

PRESS ANY KEY

ACTION FARCE

ACTION SERVICE
Cobrasoft/Infogrames

During your time in the armed forces you prove yourself to be a skilled combatant and clever tactician. Feeling cocky, you volunteer to tackle a deadly, top secret mission – the prelude to which is a dangerous training schedule.

Play Mode is the most important of the three main options available to you – where one of four pre-designed courses is tackled.

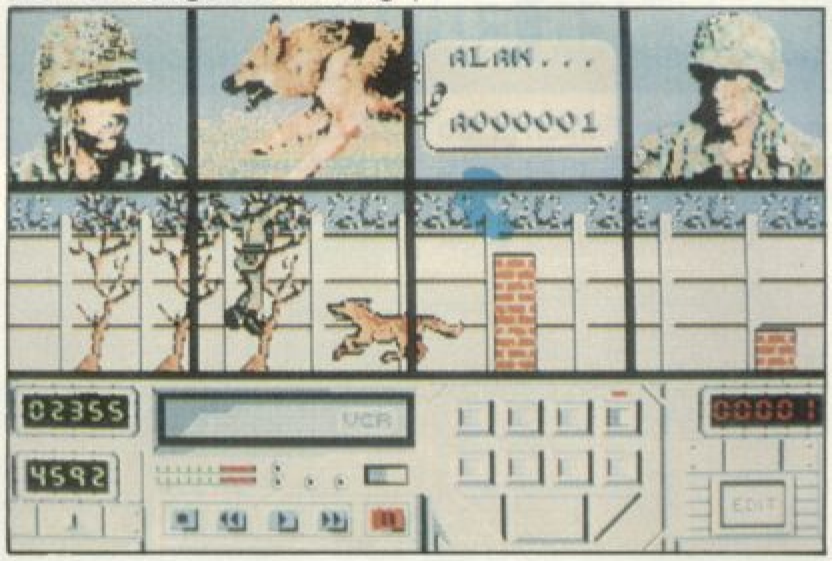
The Physical route involves negotiating (as quickly as possible) walls, ditches, barbed wire, ladders, Rex (the combat dog) and your instructor.

The Risk route pits you against various types of military weaponry; you attempt to dodge mines, FM rifle fire, trigger bombs and grenades without injuring yourself.

The Combat test puts you up against guys like yourself using unarmed combat skills and rifles loaded with rubber bullets. This course and the preceeding two are all played, end-to-end, in the Combination route.

In all courses, the action area of the screen is split into eight sub-areas. The top four display your score and various graphics appropriate to your current situation. The lower four combine to show the obstacles surrounding your soldier.

The joystick (or keyboard) accesses various actions according to your position: run, throw grenade, crawl, fire gun, jump, punch, press-up, and so on. The multitude of actions available at the flick of a microswitch is one of *Action Service*'s faults; you often perform unintended moves, wasting precious time and points.



Video-wall or not, it's still a dog's life in the army

Course language
When a course has been attempted, the Replay Mode shows you where you went wrong (or lets you show off if you did well). The replay can be shown in fast- or slow-motion, paused, and fast-forwarded.

Construction mode lets you choose the graphics, obstacles and adversaries of your own course. The route is split into small sections, and a seperate fore- and background graphic can be selected for each segment. Traps – all interactive objects of a course, including soldiers – are selected and their positions noted by code numbers at the top of the screen.

The lower third of the screen shows a control panel, with built-in video recorder. This allows you to display high scores, quit the game, choose and play a course and so on.

Action Service is generally a souped-up version of the assault course section of *Combat School*, plus a construction kit. The game design is thin for an individual product and, hindered by the afore-mentioned cumbersome control system, lacks playability and lasting interest. The construction kit may provide some fun, but the video wall is just a novelty which probably eased the programmer's job.

ATARI ST
£19.95

Although only a third of the screen scrolls, it is still juddery as the poorly designed/animated soldier-sprite runs around. Graphical close-ups in an upper 'monitor', such as when a machine-gunner attacks or you are forced to do press-ups, have only two frames of animation – typical of the game. Poor explosion and gunfire samples are highlighted by a cry of 'Faster' from the instructor – which sounds more like a certain seven-letter offensive word beginning with B and ending in D!

OVERALL 33%

OTHER FORMATS

Amiga and PC (£19.95) and major 8-bit formats (Cassette £9.95, Diskette £14.95) are to follow.

"Generally a souped-up version of the assault course section of *Combat School*, plus a construction kit"

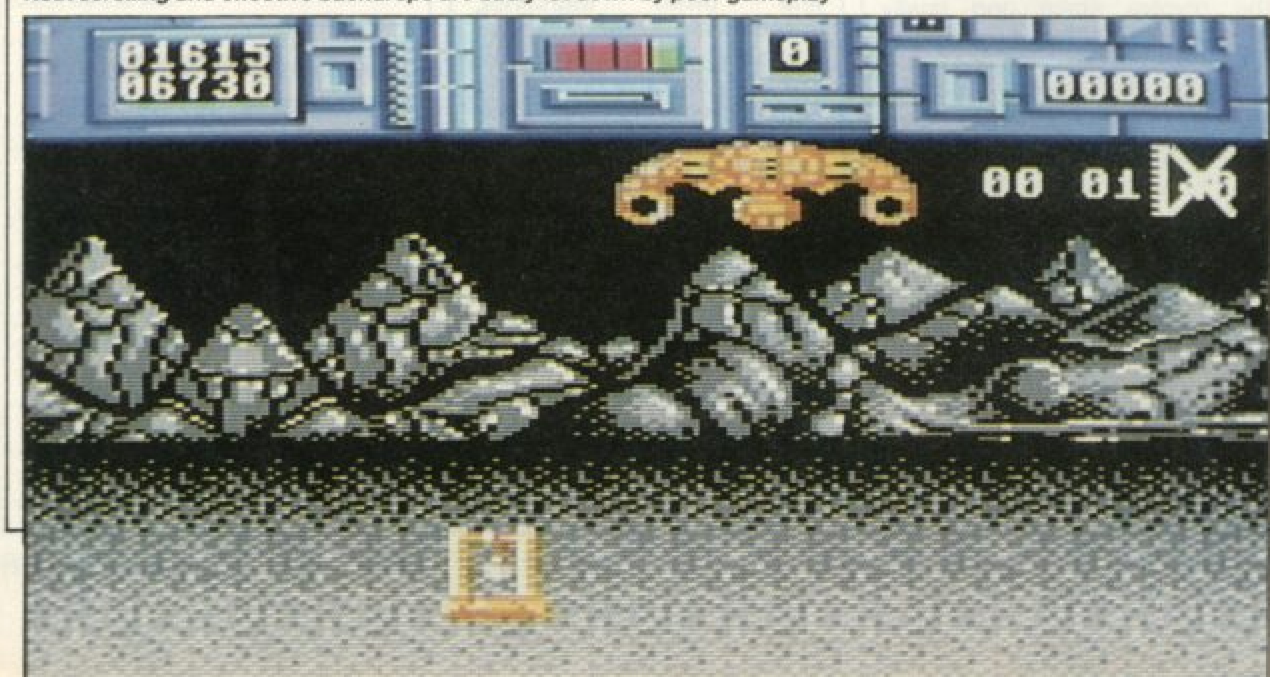
VERSION UPDATE

TERRORPODS
Psygnosis/Melbourne house

Commodore 64/128:
Cassette £9.99,
Diskette: £14.99

DETONITE and Quaza are two of the most valuable minerals in the universe, and are to be found on the inhospitable asteroid, Colian. Mining operations had been running smoothly until the Empire decided to invade and make Colian the manufacturing centre for the ultimate in killing machines: the terrorpod. The asteroid must be cleared of terrorpods before the universe falls under the evil sway of the Empire.

Neat scrolling and effective backdrops are badly let down by poor gameplay

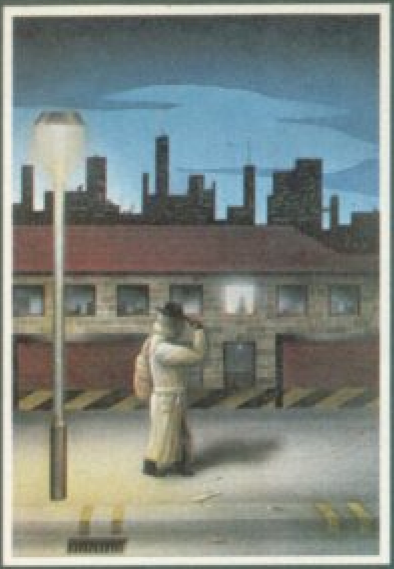


The loader is one of the nicest aspects of the game, not only does it feature a piece of **Rob Hubbard** music but also a mean game of *Space Invaders*. Unfortunately once the main game has loaded, it's all down hill.

Viewed mainly from the cockpit of your Defence Strategy Vehicle, the scenery scrolls very nicely while you explore the asteroid. Mining installations are necessary to top up your fuel and energy. Terrorpods and their development sites are identified by your on-board computer and either destroyed by your weapons or looted for components to learn their secrets. Each level has to be cleared of terrorpods before accessing the next.

Terrorpods is not easy, there are many controls to be mastered – and the enemy don't die easily. Graphics are simplistic, not only in detail but also in use of colour. Gameplay is boring and offers little excitement.

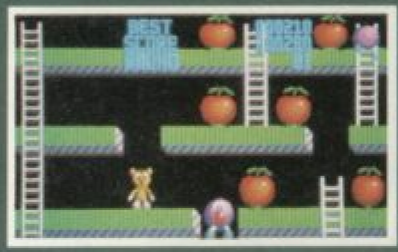
COMMODORE 64/128
OVERALL 48%



ROBBEARY

Bertie, an agile and clever bear has targeted a famous 24 floors store for his last and most daring ROBBERY. With no alarms or visible guards and fabulous treasures, yet it has been avoided like the plague by the criminal fraternity. Bertie soon discovers why?

AMIGA £19.95

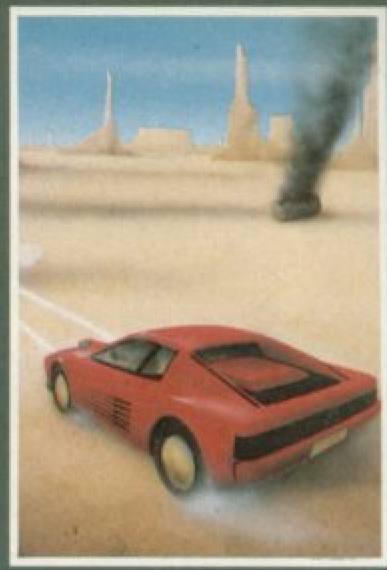


HIGHWAY HAWKS

Grand Prix driving skills is essential to negotiate the crowded highway at speed. Obliterate the assassins cars and the ones that get in your way but keep the tiger in your tank fed, the engine cool and the tyres and steering intact. Acquisition of faster cars and lethal weaponary depends on your driving and trading skills.

AMIGA £19.95 (2 DISCS)



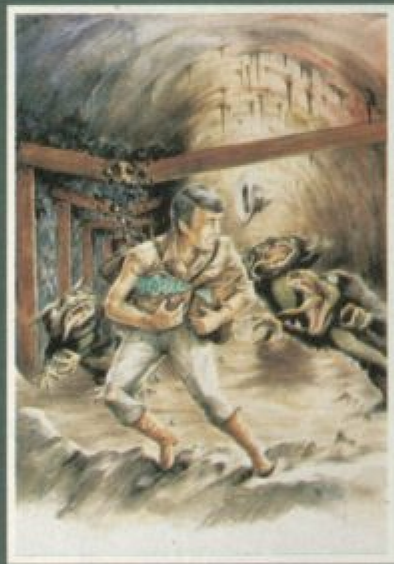


EMERALD MINE

A giant arcade adventure which has received rave reviews. Each level has its own unique solution and requires ingenuity and dexterity to complete. One player or two players TEAM action for added enjoyment.

AMIGA £14.95
CBM64-PLUS 4 £7.95 (D) £9.95



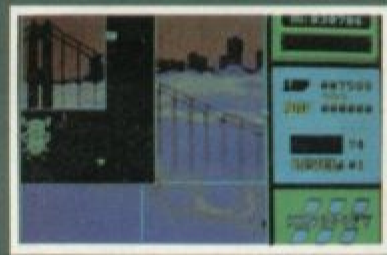




MANIAX

Maniax relentlessly pursued by the creature undertakes to clear the thick fog engulfing the world capitals. An addictive game requiring quick thinking and action.

AMIGA-ST-IBM £19.95
CBM64-PLUS 4 £7.95 (D) £9.95





STRIP POKER II PLUS

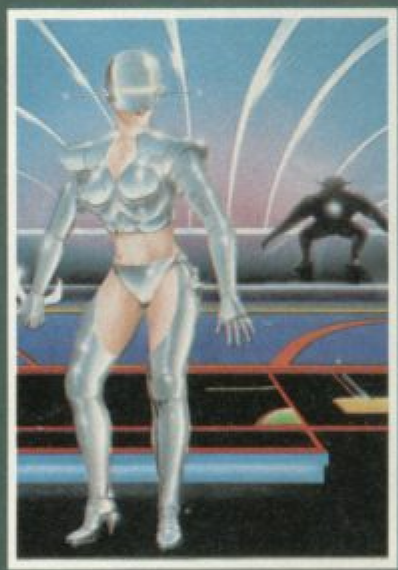
A sizzling evening with Sam & Donna

AMIGA-ST-IBM-ARCH. £14.95
SP-AMS-MSX-BBC-ELECTRON
CBM64-PLUS 4 £7.95

QUANTOX

Progress through 24 levels of this fast and furious action. Lightning responses are secondary to the strategic choices between better weaponry or better defence.

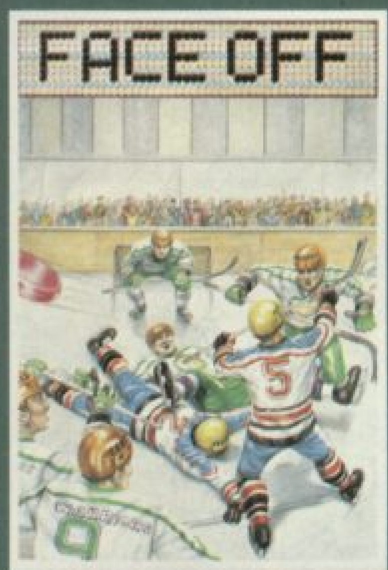
AMIGA £14.95



FACE OFF

Experience the sheer pace and exhilaration of ICE HOCKEY. Be prepared for the body checks, fouls and rough play. League competition, 1 or 2 player option.

AMIGA-ST-IBM £14.95





STRIP POKER II PLUS DATA DISCS

Requires Strip Poker II Plus disc to load

Disc 1 Beverly & Dawn
Disc 2 Lee & Roy
Disc 3 Suzanne & Bianca
Disc 4 Rachel & Kim

AMIGA-ST £9.95



DAWN

MICRO TEXT — MICRO BASE

Ideal for home and business use. Menu driven to enable a novice to use powerful capabilities with minimal reference to the tutorial manual.
Micro base - a powerful data base with fast SEARCH and SORT facilities includes a very flexible label printer. Sorted files can be used by the Micro Text word Processor to send personalised letters. A boon to any Club Secretary.

AMIGA £19.95 EACH



BEVERLEY

ANCO

ANCO SOFTWARE LTD, UNIT 9-10 BURNHAM TRADING ESTATE
OFF LAWSON ROAD, DARTFORD, KENT DA1 5BH TEL: 0322 92513
MAIL ORDER HOTLINE: 0322 522631 FAX NO: 0322 93422
PAYMENT BY CHEQUE, P.O., VISA OR ACCESS




denture Goes On
E OVER II
/ideo-Game
EW TASK STANDS BEFORE YOU...
APPROACHING PHANTIS
You must rescue ARKOS, the hero of the rebellion against GREMLA, who has been imprisioned. You combat the kamikaze hordes, dodging missiles and avoiding balls of incandescent magma. Once you enter the caverns of the planet PHANTIS you fight your way through.
STRUGGLING ON
After abandoning the ship you capture an ADREC in order to continue advancing on the planet. A dagger is the sole weapon you rely on to fend off the inhabitants. You fight against the enemy troops. You have to steal a weapon. And advance forward, straight ahead. Nothing can detain you.
THE PRISON
You cross swamps, mountains and forests... there are enemies all over. The way to the prison becomes more hazardous the further you advance. You take command of a helicopter, descend into the entrails of the planet, and arrive at the prison. It is heavily guarded. Will you be capable of freeing ARKOS?.
AMSTRAD
COMMODORE
PC
ATARI ST
SPECTRUM
★ SPECTRUM ★ AMSTRAD CPC ★ COMMODORE 64 ★ MSX ★
8.95 CASS
FREE GAME OVER FREE
DISK 12.95
★ PC COMPATIBLES ★ ATARI ST ★
19.95 DISK
DISTRIBUTED BY
ELECTRONIC ARTS
For a full broadsheet describing the complete range or information on your nearest stockist write to: Electronic Arts, 11-49 Station Road, Langley, Berkshire SL3 8YN, England. Or call our Customer Services Dept. on 0753 46465.
DINAMIC
VEINTINUEVE-UNO, S.A.



ARCADE ACTION
From the SNK stable, the coin-op smash hit now for your home micro. This multi-level, vertically scrolling arcade thriller throws you deep into the jungles and ruined cities of a nation held in the grip of a cruel oppressor. Freedom is your aim . . . Guerrilla War is the means!
GUERRILLA WAR
SNK
GUERRILLA WAR
AMSTRAD
£9.95
COMMODORE
imagine
..the name of the game
SNK
Shin Nihon Kikaku Corp.
SPECTRUM
£8.95
SPECTRUM
IMAGINE SOFTWARE · 6 CENTRAL STREET · MANCHESTER M2 5NS
TEL: 061-832 6633 · TELEX: 667799 OCEANS G

HELLFIRE! A NAIL!

HELLFIRE ATTACK
Martech

You don't know who the enemy are, you know only that they must be obliterated. To this end you are supplied with a SuperCobra light-attack helicopter, powered by two General Electric T700-GE-401 turbo shafts, each providing 1693 horsepower and armed with 20mm three-barrel rotary cannons and laser-guided Hellfire launch-and-leave missiles. Did we say light-attack?.

You face waves of helicopters, missiles and other airborne craft which make up the levels. Scenarios include desert, city, sea and canyon.

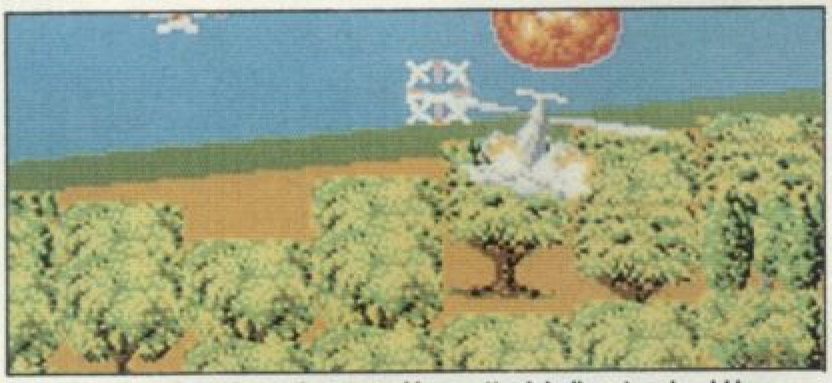
Your cannons fire automatically as the helicopter is steered around the screen, but to launch a Hellfire, a target must first be locked-on. A square sight follows the target and a press of the fire button sends it to its doom.

Homing on the range

To evade enemy homing missiles, turbo boost can be applied to accelerate the helicopter past danger, and it is at this speed that you can momentarily fly upside-down – very disconcerting when it first happens.

For each level, you are given a supply of 40 Hellfire missiles, the amount remaining being shown along with score, speed and lives (initially nine) at the bottom of the screen.

A hybrid of established games such as *Space Harrier*, *Afterburner* and *Thunder Blade*, *Hellfire Attack* features few types of opponent and repetitive levels – changing screen colours and attack waves for transparent variety. However, it remains a passable 3-D shoot-'em-up, if you're willing to pay the price.



Speeding along just above the ground in an attack helicopter should be exhilarating – in **Hellfire Attack** *it isn't*

ATARI ST
£19.99

Games of this type rely on fast and convincing 3-D, coupled with a responsive, easy to control battle aircraft. Hellfire Attack falls down on both points. To make the programming task easier, the ground features have been designed within square block constraints, then overlapped and replotted with parallax techniques. Though not completely unconvincing, the result is unspectacular. The graphic cells are too large and allow for only minimal horizon banking, other than the upside-down flying, where the horizon flips over in a single frame! All graphics lack detail and colour, and aircraft approach in too few frames. When your craft is hit, the smoke which plumes from its engines looks remarkably like boulders! The sky gets littered with too many objects and with 'pilot' controls (push forward to dive), steering is difficult and restricted. Thin rotor and explosion sounds are as basic as the warbling title tune.

OVERALL 52%

OTHER FORMATS

Conversions for Amiga (£19.99), Commodore 64/128 (cassette £9.99, diskette £14.99) and Spectrum 48/128 (cassette £8.99, 3 diskette £14.99) to follow shortly.

"A hybrid of established games such as Space Harrier**,** Afterburner **and** Thunder Blade**"**



Your cannon fire automatically, but to launch missiles you first need to lock onto your target

What a tangled web

TANGLEWOOD
Microdeal

Amiga: £19.95

GET your copy of TGM**011** out and turn to page 45. Notice anything? No we thought not. The deliberate mistake was so subtle that only the software house involved noticed (well done Joanne). So to make Microdeal happy and ensure they keep sending their top quality games to us for review, here is our humble apology: SORRY. Meanwhile, feast your eyes on a screen shot of *Tanglewood* on the Amiga while you try to find what we did wrong.



AND DALEY CAME FORTH

DALEY THOMPSON'S OLYMPIC CHALLENGE

Ocean

Ocean have, for once, chosen a lame personality for licensing – literally. A leg injury helped put our Lucozade-guzzling hero out of the medals in the '88 Olympics and prevented him from winning three consecutive decathlon golds. Though achieving a commendable fourth, his performance may not generate the sales reached by *Daley Thompson's Decathlon*.

This time even the ultimate sporting accolade of an Olympic gold medal is not enough for Daley. His ego needs more than just every athlete's dream of winning the greatest, most famous competitive event in the world.

Daley's challenge is to beat the world decathlon record – 8847 points, set by Jurgen Hingsen and equalled by Thompson – and accumulate more than 9000 points for the ten events. This would bestow the title of 'World's Greatest Athlete' upon Daley, a prestigious title indeed.

Training Daley begins by daily training with weights. Using three different exercises, and rapid left/right joystick movement – 'waggling' (which features heavily in the game) is used to power him. As bicep-curls, sit-ups and leg extensions are performed – each under a time limit – a bottle of Lucozade slowly fills. The the more refreshing liquid you earn here the easier the decathlon is.

Each event's difficulty is marginally eased by choosing the correct trainers for the job from a selection displayed. The right pair are indicated for future games if the wrong ones are picked.

For the high jump

All events use a power meter, displayed at the bottom of the screen, its level achieved by joystick-waggling. Event-specific information is also displayed – often just a launch-angle readout.

The 8-bit versions use a side-on viewpoint, scrolling where necessary, while the Amiga uses novel animated digitised graphics of Daley to accompany stadium backdrops.

The simple running events – 100, 400 and 1500 metres – are all a matter of just waggling, while the 110m hurdles requires well-timed presses of the fire button to leap the obstacles.

Javelin, shot putt and discus utilise waggling for the approach run/spin, and timed fire button depression to set the launch angle – approximately 45 degrees for optimum distance. This angle is also desired after the run-up in the long-jump.

High jump and pole vault heights are chosen before the first of up to three attempts at each height.

Despite minor innovations and quality graphics, *Daley Thompson's Olympic Challenge* is a very old-fashioned game. The control method and entire game style are from distant gaming years. It is, in fact, merely a souped-up version of *Daley Thompson's Decathlon*.

The constant joystick waggling is a great strain on the wrist and the trainers selection is little more than a novelty. However, the game can be fun played among friends. If you aren't adverse to physical effort, *Olympic Challenge* generates an enjoyable competitive spirit.

AMSTRAD CPC
Cassette: £9.95
Diskette: £12.95

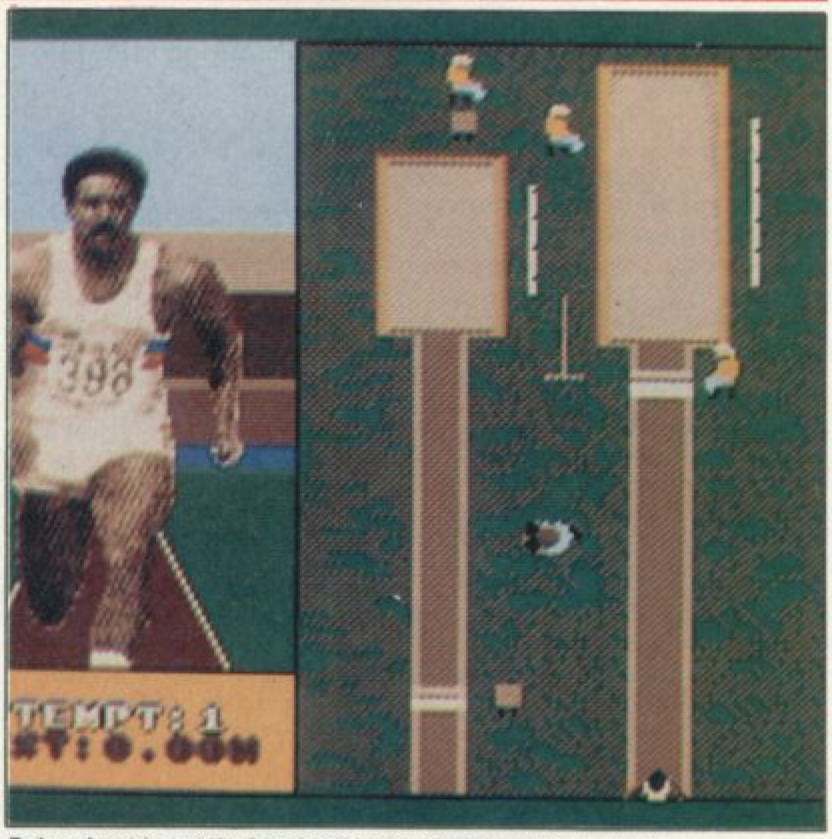
These are the worst graphics of the four versions, using a blocky and strangely coloured display for training, and terrible sprites for the events. The badly animated Daley looks more like Bobby Ball and strides unconvincingly down the track – at full speed looking like someone in a Benny Hill chase scene. Sound is on a par with the Spectrum, but bad graphics and occasionally awkward control make this version less attractive.

OVERALL 63%

COMMODORE 64/128
Cassette: £9.95
Diskette: £12.95

Daley's jokey character is portrayed well in the large colourful characters featured in the training section. And the similarly lively and detailed sprites in the smoothly-scrolling events are given life by humorously triumphant or disdainful gestures. A pleasant if unexciting title tune and effective grunting sounds round off the presentation nicely.

OVERALL 73%



Daley about to get the brush-off in the sandpit – Amiga screen

OTHER FORMATS

An Atari ST version (£19.95) is imminent

AMIGA
£24.95

It is debatable whether the Amiga's potential is fully used, with only a few (partly distorted) digitised frames flipped through for passable animation. In training the brown hues – feebly highlighted with colour added via an art utility – are soon boring – but when combined with other displays in the events, add atmosphere. Detailed stopwatch and Lucozade bottle graphics are in contrast to some tiny track figures in the high angle views which make little use of the screen area. Sampled sound effects and crowd noise accompany the events; an off-key theme tune and up-tempo music are played on the title and news headline pages.

OVERALL 65%

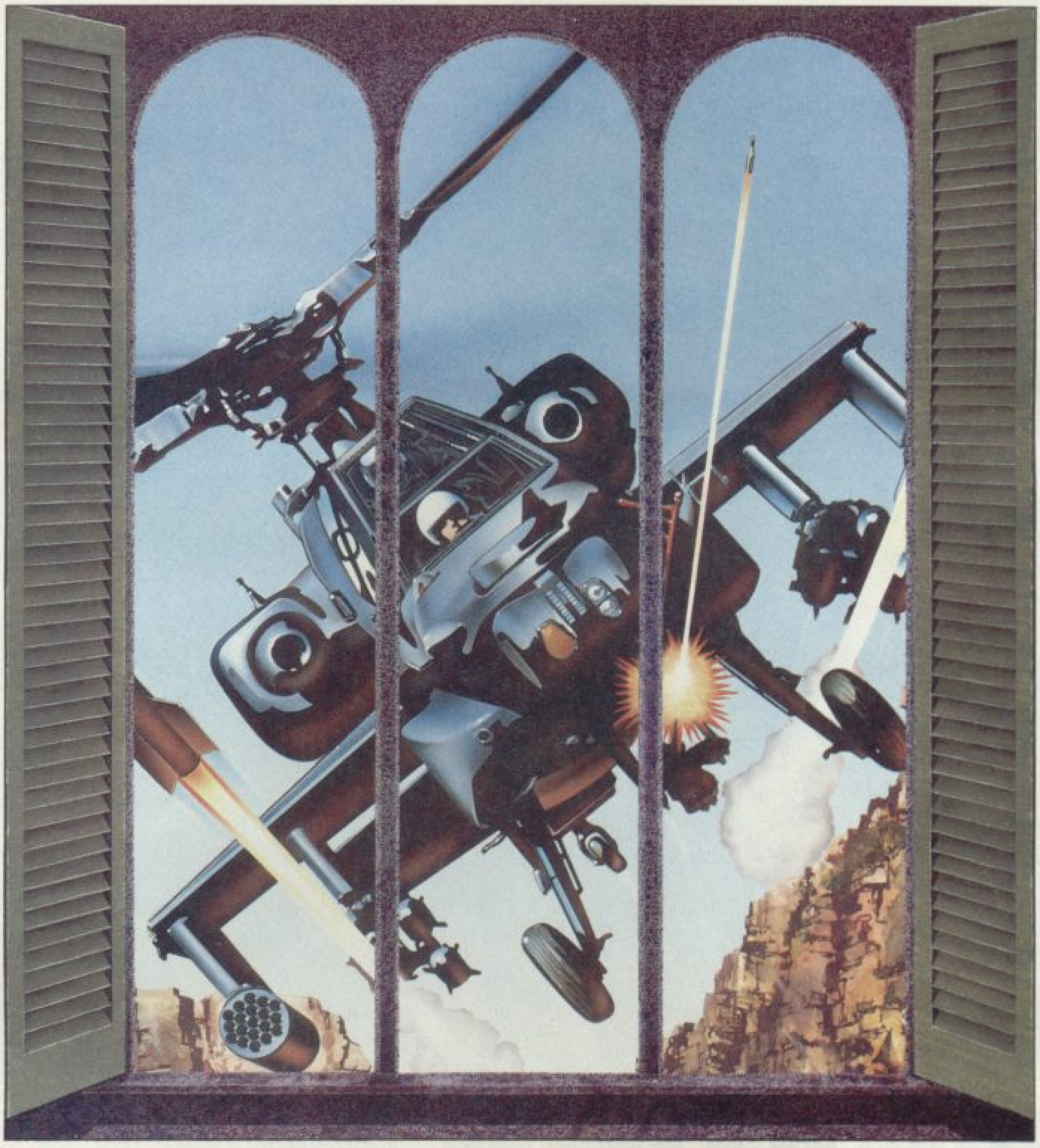
SPECTRUM 48/128
Cassette: £9.95
Diskette: £12.95

In its monochromatic way, the Spectrum portrays detailed training and events, and includes a humourous character's antics in the background of the gym. The long jump is hardly realistic – you have an extremely long run-up of at least 400 metres! The rasping nondescript sound effects are poor but there is a reasonable rendition of the theme tune.

OVERALL 72%

"The constant joystick waggling is a great strain on the wrist"

IS REAL EXCITEMENT



PASSING YOU BY?

21st CENTURY WARRIOR APACHE

GUNSHIP

THE AWARD WINNING ATTACK HELICOPTER SIMULATION

Experience the challenge and danger of attack helicopter flying. Gunship is an award-winning simulation of the Apache, the world's most sophisticated warrior helicopter. Incredibly detailed and featuring revolutionary 3-D graphics, it has flown straight to the top of the UK's best-selling charts.

As pilot you must fight your way through the war zones of the world. You'll use the same amazing array of advanced weapon systems as real Apache pilots – laser guided missiles, radar and infra red warnings, night viewers, cannons, rockets and jammers. The dangerous combat missions will take you from the training fields of the USA to the battlefields of South East Asia, Central America, the Middle East and Europe.

If you've got the skills to survive you'll be rewarded with medals and rank promotions.

Gunship. The simulation which blows all other helicopter simulations out of the sky.

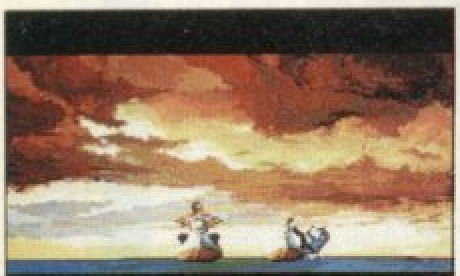
Available for C64/128 Cassette £14.95, Disk £19.95, Spectrum £9.95, Spectrum +3 £14.95, Amstrad Cassette £14.95, Disk £19.95. Atari ST £24.95, IBM PC £34.95.

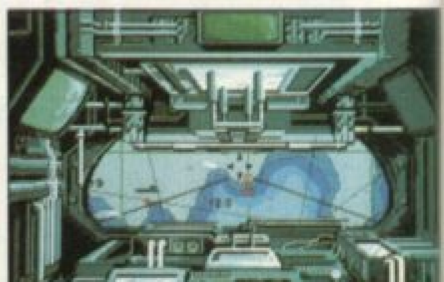
MICRO PROSE
SIMULATION • SOFTWARE

MicroProse, 2 Market Place, Tetbury, Glos. GL8 8DA. Telephone: 0666 54326



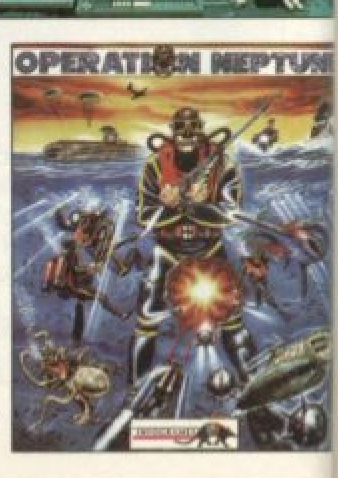
OPERATION NEPTUNE



The tranquil surface of the Pacific Ocean belies the battle of wits taking place in the world's last unexplored territory. A perfect hiding-place for a determined enemy, or is it? Your jet-bike and technologically advanced bathyscaphe should help, but there are still the enemy bases to destroy, lines of communication to be knocked out, and the natural predators of the deep just waiting for a tasty snack at the first sniff of blood! So check your oxygen supply, and dive, dive, dive...

Atari ST, PC, Amiga £24.95
CBM64, Amstrad £14.95 (disk), £9.95 (tape)

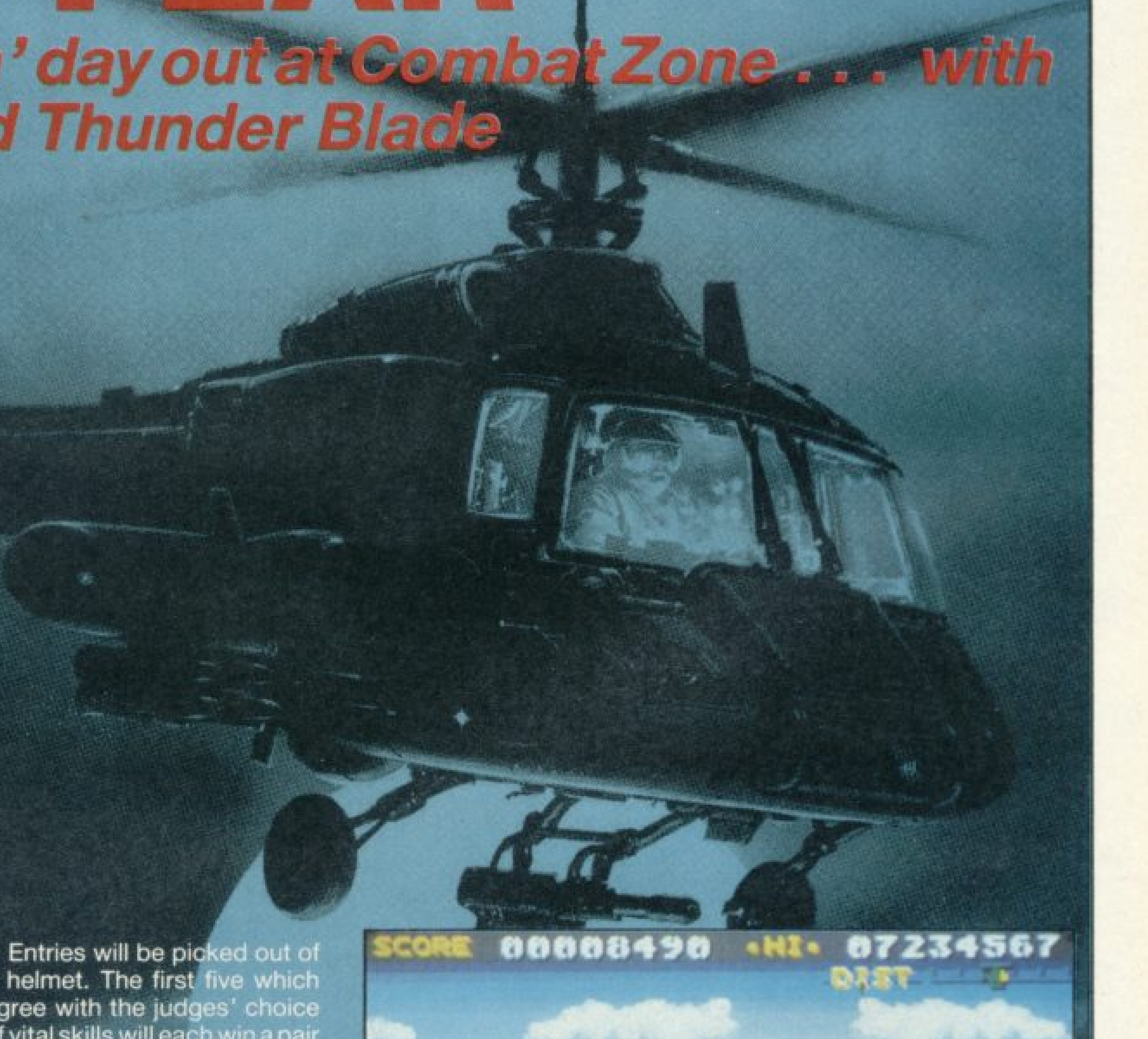


INFOGRAMES, MITRE HOUSE, ABBEY ROAD, ENFIELD, MIDDLESEX, EN1 2RQ.

INFOGRAMES

BLOOD, SWEAT AND FEAR

Win a fightin' day out at Combat Zone . . . with US Gold and Thunder Blade



TIME to start training – for US Gold's smash-hit coin-op conversion *Thunder Blade*. Based on the Sega game (reviewed this issue), *Thunder Blade* is a flying, fighting challenge of nonstop arcade action available for Amiga, ST, Amstrad CPC, Commodore 64 and Spectrum.

But you'll never get through it alive without a day of full-scale training at **Combat Zone**, the real-life military-style sport.

And that's why US Gold are offering **5 pairs of tickets** to Combat Zone for this comp's top five winners to sharpen their skills (and a friend's)!

All you have to do is prove your military prowess by picking the top three *Thunder Blade* skills out of the ten we've listed here.

Then write them on a postcard or the back of a sealed envelope – along with your name and address – and send your entry to **THUNDER BLADE RECRUITMENT, TGM, *PO Box 10, Ludlow, Shropshire SY8 1DB*** to **arrive by December 15**.

Entries will be picked out of a helmet. The first five which agree with the judges' choice of vital skills will each win a pair of Combat Zone tickets for any day they choose, plus a *Thunder Blade* T-shirt. The next ten will also receive T-shirts as **runners-up**.

The decision of TGM's judges is final in all respects, rules as printed on the contents page apply, and quibblers will be court-martialled.



PICK THE TOP THREE THUNDER BLADE SKILLS

- 40-40 vision
- Instant reactions
- Complete courage
- Flying experience
- Strategic skills
- Leadership
- A cool head
- Boots (so you can die with 'em on)
- Perfect aim
- No motion sickness

LIFE IN THE COMBAT ZONE

THE WILDS of Essex may seem an unlikely site for the ultimate combat game – but you'll soon forget where you are amidst the battles of no-man's land.

In each game of Combat Zone, about 40 people are divided into two teams. They plan strategy to catch each other's territory, and then enter the battle in confusing woodland surroundings.

Each player's game pack includes a combat suit and belt, an ammo belt with 21 harmless dye pellets, protective goggles and a combat rifle or pistol. Tea, coffee and lunch are provided – as are six games for each day-long visit.

PICTURES FROM AN EXHIBITION





'All art is quite useless' – Oscar Wilde.

But so are the best things in life, we decided after Britain's first 'open' exhibition of **computer-aided** art. Over 200 readers of TGM, CRASH and ZZAP! entered the Autumn Computer Art Show contest, and the top work was exhibited on our stand at the PC Show.



Here, TGM presents the winners – and some of the best of the rest. Watch for more in future months.

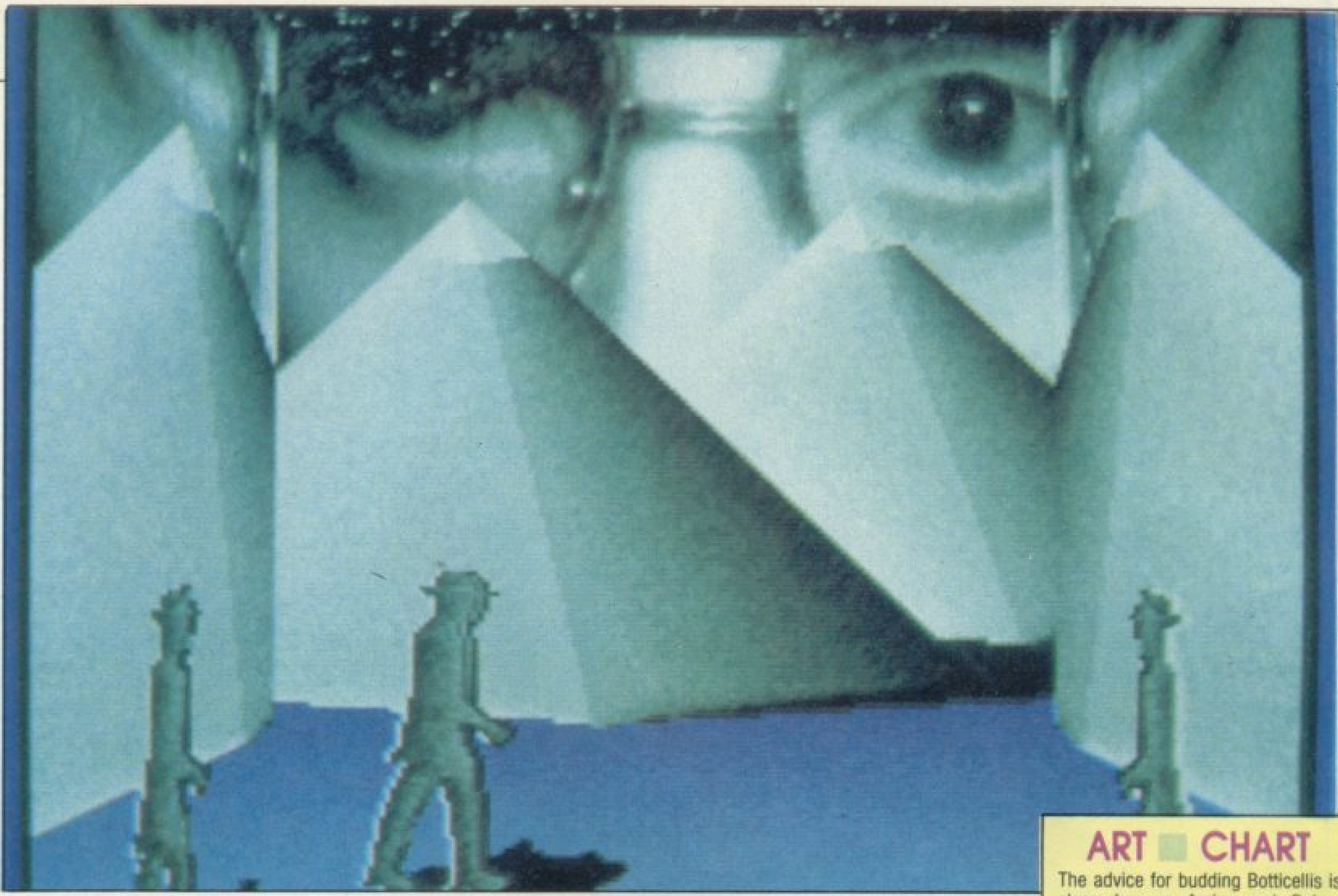
● Sharon Long's Mosaic (above) was one of two screens to win her a third placing. Sharon – from Sutton, Surrey – used Deluxe Paint II on an Amiga for all her work. ● John Wood of Wednesbury, West Midlands used Degas Elite on an Atari ST for The Entity (above right). ● And Philip Matthews of Wandsworth, south London, created Liquid (right) with the same setup.

● Software graphics are the chosen career for second-prizewinner Stephen Bedser of Ropley, Hampshire. 'I feel that a lot of potentially good games are spoiled with duff graphics,' says Stephen, who's studying art, computer science and photography at college.

And the idea for this picture of a Mazda in a quarry – titled Power In Control – came from a photo of his own car. Running Rainbird's OCP Advanced Art Studio on an Atari 520STFM, he started by sketching wireframe lines onscreen and then filled in details with the software's ZOOM facility.

The top and bottom of the screen are deliberately out of focus, forcing the viewer to concentrate on the centrepiece.





● An Amiga 1000 and Electronic Arts's Deluxe Paint II utility helped Gary Whiteley of Luton, Bedfordshire achieve top prize for this screen. Titled 1984 – Big Brother, it conjures up the oppressive menace of the never-seen ruler in George Orwell's novel 1984.

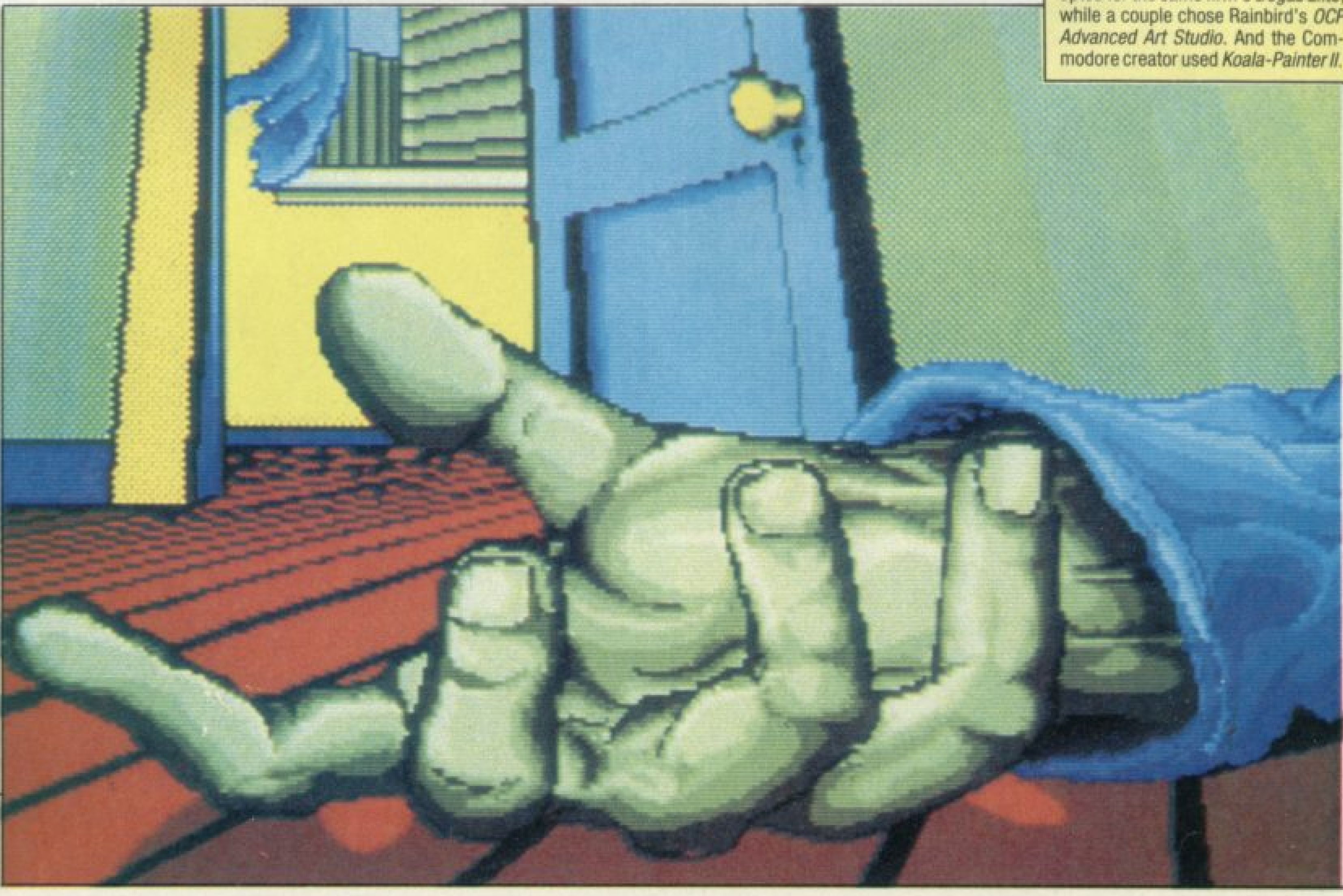
'Big Brother is watching you', goes the catch phrase – so we're watching for more screen art, Gary.

● The prize for best use of Degas Elite went to Edward Burton of Silsoe, Bedfordshire – and it was his first attempt on Electronic Arts's utility!

Another college student working at art and computer science, science-fiction fan Edward says he was 'inspired by the look and feel of American superhero comics' for this screen entitled Too Late.

'The outstretched hand is frozen in the agony of death . . . it leads the viewer through the beckoning doorway. The picture suggests a sinister plot.'

Like most artists, Edward started with an outline and then filled in colour and detail. The screen took him four hours to complete on an Atari 520STFM – much less than he's used to as a conventional oil painter.



ART ■ CHART

The advice for budding Botticellis is clear: buy an Amiga and *Deluxe Paint*.

Of the 30 entries exhibited at the PC Show, 17 – some 60% – were created on Commodore's 16-bit machine, most of them on the Amiga A500 model. A dirty dozen opted for the Atari ST, while the one 8-bit screen was created on a Commodore 64.

On the software front, every Amiga user worked with Electronic Arts's *Deluxe Paint* or *Deluxe Paint II*.

The vast majority of the ST artists opted for the same firm's *Degas Elite*, while a couple chose Rainbird's *OCP Advanced Art Studio*. And the Commodore creator used *Koala-Painter II*.


FIVE FIST-FULLS OF B
TEN MEGA GAMES
The future. The past. A mega mix of combat, adventure and fantasy from 10 very individual challenges. Featuring: Northstar, Cybernoid, Deflektor, Triaxos, Blood Brothers, Mask II, Tour de Force, Hercules, Masters of the Universe, Blood Valley.
CBM 64/128, Amstrad and Spectrum
£12.99 cassette, £14.99 disk
KARATE ACE
The definitive compilation of Martial arts classic combat games combining arcade action and role playing adventure in these 6 outstanding examples of their genre. Featuring: The Way of the Exploding Fist, Bruce Lee, Kung Fu Master, Avenger, Samurai Trilogy, Uchi Mata and Way of the Tiger.
CBM 64/128, Amstrad and Spectrum
£12.99 cassette, £14.99 disk
MEGA GAMES
VOLUME-ONE
SEVEN GAME COMPILATION
KARATE ACE
... THE WORLD'S GREATEST FIGHTING GAME
BRUCE LEE • KUNG FU MASTER • AVENGER • SAMURAI TRILOGY • UCHI MATA • WAY OF THE TIGE
TRAILBLAZER
NORTHSTAR
DEFLEKTOR



URNING EXCITEMENT
ACTION ST
5 bit action to match 16 bit technology – colourful, fast, immense ... a startling collection for a startling machine featuring Deflektor, Northstar, Trailblazer, 3D Galax and Masters of the Universe.
Atari ST £19.99
FLIGHT ACE
After controlling the airways of the busiest airport in the world and harnessing the power of the most fearsome aircraft of the century, no player will ever again be satisfied with life on the ground. Featuring Air Traffic Control, Ace, Spitfire 40, Strikeforce Harrier, Tomahawk and Advanced Technical Fighter.
CBM 64/128, Amstrad and Spectrum
£14.99 cassette, £17.99 disk
SPACE ACE
The time ... the choice is yours.
The place ... not yet in existence!
Except that is for within this mind boggling collection of epic microcosms of the future.
Featuring Xevious, Venom Strikes Back, Cybernoid, Northstar, Zynaps, Trantor and Exolon.
CBM 64/128, Amstrad and Spectrum
£14.99 cassette, £17.99 disk
ST
MASTERS OF THE UNIVERSE
FLIGHT ACE
SIX GAME COMPILATION
... THE WORLD'S GREATEST FLIGHT SIMULATORS
ACE • SPITFIRE 40 • STRIKEFORCE HARRIER • TOMAHAWK • ADVANCED TACTICAL FIGHTER
SPACE ACE
SEVEN GAME COMPILATION
... OF THE WORLD'S GREATEST SPACE GAMES
XEVIOUS • CYBERNOID • NORTHSTAR • ZYNAPS • TRANTOR • EXOLON
VENOM STRIKES
GREMLIN
All mail order enquiries to:
Gremlin Graphics Software Ltd.,
Alpha House, 10 Carver Street, Sheffield S1 4FS.
Tel: 0742 753423

LIFE IN THE FARCE LANE



Would you buy a used game from these men? Left to right: Warren Lapworth going red, strategy fan Robin Hogg stooping to conquer, Jon Rose about to get his head cracked when Robin stands up, Nik Wild wishing he'd stayed in marketing, Robin Candy tired after a hard day at the pool, and Barnaby Page wondering about a new T-shirt.

Not every Tom, Dick and Harry can produce TGM, you know. But judging by the **disgusting** habits, total lack of intelligence and near-criminal attitude of the TGM team... every Jon, Nik, Barnaby, Robin, Warren and Robin can. We name the guilty men.



JON

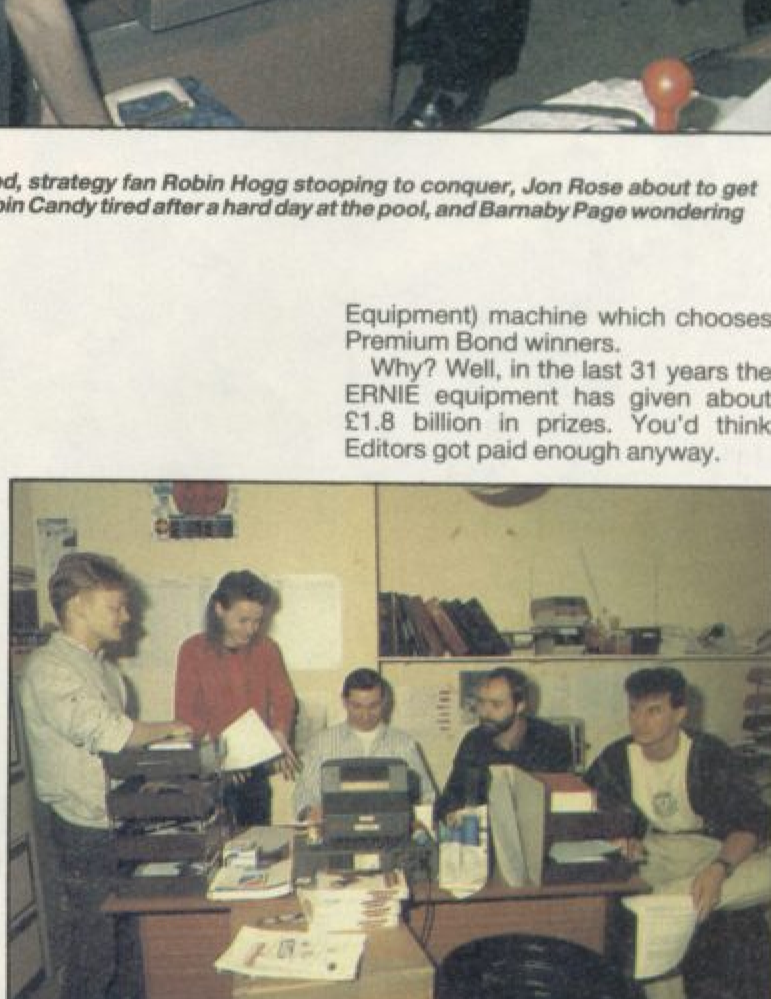
Jon, aged 26¾, joined as Editor for TGM**010**. Being Editor, he can do what he likes and usually does – which includes growing beards, listening to Bach and Iron Maiden, flying off to America with MicroProse and generally bossing everyone about.

His other duties include choosing what goes in each issue, making sure it all runs more or less on time, and writing the odd review or feature.

Before coming to the historic market town of Ludlow, he was (deep breath): Editor of WH Smith's *Home Computer Club* mags, a data analyst, information officer, motorbike courier and a removals man.

Yuppie Jon owns a Psion Organiser II and an Atari ST, and in his time he's also been through a Spectrum 48K, Commodore 64 and Amstrad CPC6128. Never satisfied, he now wants an Amiga . . . and the ERNIE (Electronic Random Number Indicator Equipment) machine which chooses Premium Bond winners.

Why? Well, in the last 31 years the ERNIE equipment has given about £1.8 billion in prizes. You'd think Editors got paid enough anyway.







WARREN

After leaving college in Birmingham, Warren spent 'a surprisingly undepressing time on the dole', came to our Commodore publication ZZAP! and then arrived at TGM as a Staff Writer. Immediately, he discovered depression.

Widely known as the fastest writer west of Kidderminster, 19-year-old Warren owns a Commodore 64 and wants an Amiga *and* a PC Engine. His favourite music includes Joy Division, New Order and The Icicle Works. No wonder he's depressed.

His duties as a Staff Writer have included game reviews, Poste Haste and features. But 'he just basically churns out reviews by the million,' Reviews Editor Nik Wild told our investigative team.

Warren's ambitions are 'to develop good taste, but above all grow up'. Luckily for fans of this strange long-haired Brummie, there doesn't seem much chance of either.



ROBIN HOGG

Robin strenuously denies that he is Welsh and claims he was born in Southampton. However, we have obtained evidence to the contrary: he lives in Swansea, used to sell software to Welsh people in a John Menzies shop, and is occasionally heard to say 'I'm going for a leek'.

20-year-old Robin is crazy about the ST, flight sims and all those other incredibly complicated games that no-one else can figure out. The proud possessor of a Spectrum and an ST, he wants a PC Engine and a Cray supercomputer (estimated cost: PC Engine £175, Cray £14 million).

As a Staff Writer at TGM, Robin is slightly overworked – with game reviews, coin-ops, Information Desk and the new playing tips section piling up on his in-tray. Finding insurance for his A-reg 900cc Fiat Panda fills up the few empty hours.

However, he has two cheery messages to the world: 'Hello mum!' and '*Per ardua ad astra*'.

Per ardua ad deadline, more like.



BARNABY

Barnaby is the only one on the TGM team with a 'conventional' journalistic background, which probably explains why he's so boring. He is also interested in PC-compatibles, which is not considered a point in his favour either.

As Features Editor, Barnaby comes into the office late every morning. No, start that sentence again . . . he claims he is busy at home reading *BYTE* and the *Financial Times* ('brilliant for computer stories, honest') before getting down to the day's work.

That includes choosing features (along with the Editor), editing them, writing news and previews, and occasionally muttering '24% penetration of European PC market by unit sales, hmmmm'.

22-year-old owner of a Spectrum 48K and an Olivetti M19 PC (yawn), he was Managing Editor of our Spectrum mag CRASH and then a reporter/editor at the trade weekly *Computer News* before joining TGM. He also spent two years as a daily-newspaper reporter in Edmonton, Canada, where he grew up.

Favourite music: Beethoven, Communards, U2. Wants: an Amiga.



NIK

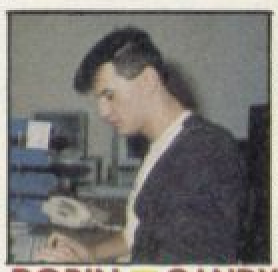
The Newsfield company pension scheme was specially instituted for Nik – not that 32 is *old*, you understand, it's just that no-one can stand the puns any more.

As Reviews Editor, adventure fan Nik is in charge of getting new software, hassling writers to review it, checking their copy, choosing pictures, and writing those terrible headlines.

But when asked what he did before joining TGM, ex-ZZAP! man Nik replied mysteriously: 'Marketing and retail.' Which can mean anything, and we'd rather not guess what.

And little is known about Nik's private life, though Barnaby Page once saw him buying marmalade on a Sunday morning with a woman, which can only mean one thing *(breakfast? - Ed)*. He also claims to like Tina Turner.

Owner of a Commodore 64 and Spectrum +3, Nik plans to upgrade to an Amiga.



ROBIN CANDY

If Robin did not exist, no-one would have bothered to invent him – except the manufacturers of art utilities, hair dye and Trevor Horn CDs, because he accounts for most of their sales.

As a Staff Writer at TGM, 18-year-old Robin writes game reviews, covers art packages and spends a lot of time . . . well, what *is it* exactly that he spends a lot of time doing? Nobody can figure out, but popping out for a moment seems to play a large part in it.

Before joining Britain's brightest magazine called TGM, Robin worked on our sister Spectrum mag CRASH where he was playing tips editor, reviewer and feature writer. He was also software editor on Newsfield's now-defunct Amstrad CPC rag AMTIX!, went to college and was a self-confessed drinker of ginger beer.

He has owned a Commodore 64, Spectrum, ZX81 and Atari 800XL. He might buy an Atari ST when he's finished the payments on that music system.

Robin's message to readers is unprintably pretentious (two lines from a Dylan Thomas poem, 'nuff said).

TOP TV

- Jon **M*A*S*H**
- Nik **Cheers**
- Barnaby **Prisoner Cell Block H**
- Robin H **Fawlty Towers**
- Warren **The Young Ones**
- Robin C **Mork And Mindy**

TOP GAMES

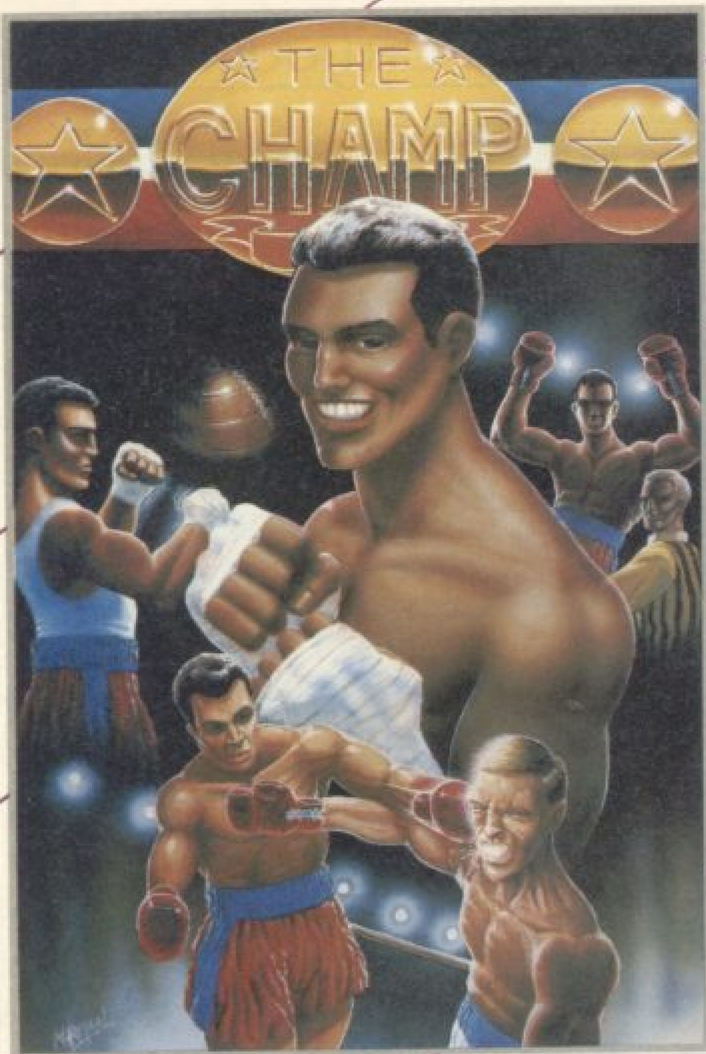
- Jon **Flight Simulator 2**
- Nik **Thundercats**
- Barnaby **Buggy Boy**
- Robin H **Project Stealth Fighter**
- Warren **Ghosts 'N' Goblins**
- Robin C **Lords Of Midnight**

TOUGH GAMES

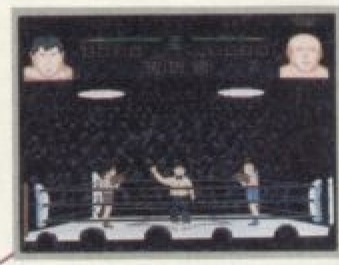
- Jon **Jet Set Willy**
- Nik **Spellbreaker**
- Barnaby **Wizball**
- Robin H **'none'**
- Warren **Quedex ('look out for the skull')**
- Robin C **'I don't play hard games'**

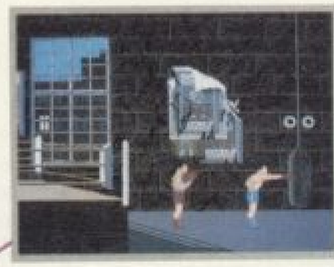
WEIRD DREAMS

- Jon **Own a GL1200 Honda Goldwing**
- Nik **Become TGM Editor**
- Barnaby **Edit a PC mag (doze . . .)**
- Robin H **Write the perfect flight sim**
- Warren **Get an indie record contract**
- Robin C **Swim 700 lengths in a week**









- With the Official Endorsement of the World Boxing Council
- Over 1300 Animation Frames
- Training Mode
- World Ranking List

FOR YOUR AMIGA

WITH THE ORIGINAL "ROCKY" THEME

LINEL
A KIND OF MAGIC

WIN A SWORD







- More than 50 Animated Enemies
- A Castle 600 Screens wide
- A Challenging Competition
- 80 Colours on Screen

FOR YOUR AMIGA

THE EXCLUSIVE SALES REPRESENTATIVE:

THE SALES CURVE Ltd.
The Lombard Business Centre
50 Lombard Road
LONDON SW11 3SU
Tel: 01-585 3308
Fax: 01-924 3419

LOOK OUT FOR OTHER COMPUTER FORMATS

DON'T MISS THE COMPETITIONS

LINEL

MERIMPEX Ltd, LINEL Products,
Am Schrägen Weg 2 FL-9490 Vaduz
Tel: (01041) 75 283 68
Fax: (01041) 75 206 56

PIRATES

Call it **crime** or call it **teenage thrills** – the software pirates operate in a secret world of code names, international connections and hacking bravado. Following TGM**010**'s first investigation of the wrong side of the law, the pirates talk to Barnaby Page.







It was ever so easy.' Like most pirates, professionals and amateurs alike, 17-year-old Alan has little respect for the software houses which try to stop them making and distributing illegal copies. And they never prevented his gang, three teenagers in a West Midlands city, from running off as many as 500 Commodore 64 games a year.

The popular image of amateur piracy is innocent enough: young schoolkids buying a Spectrum game each, making a few copies and swapping with their mates.

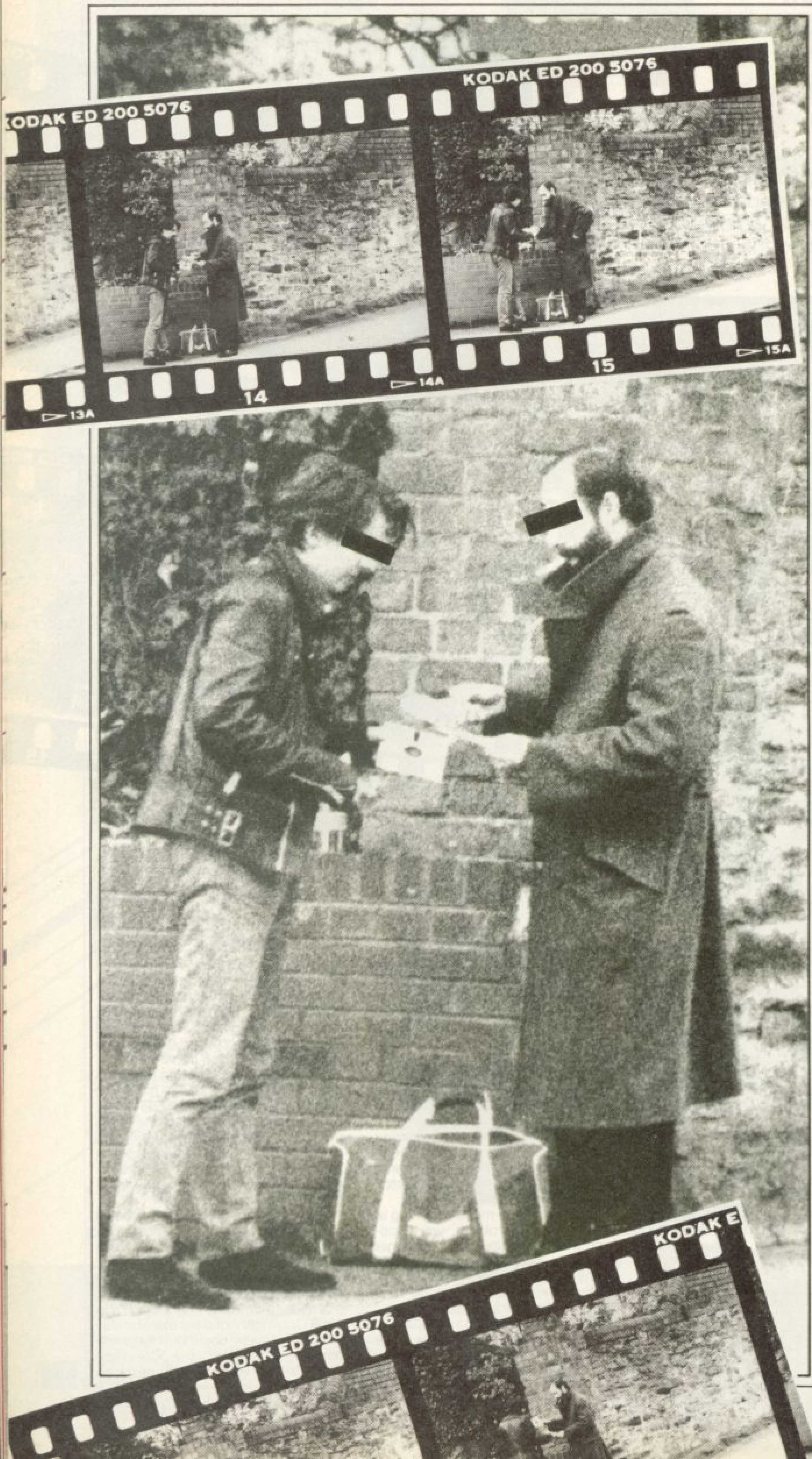
But after several months looking at Britain's piracy problem, we discovered that the reality is on a far larger scale – a scale which Federation Against Software Theft (FAST) Coordinator Bob Hay estimates adds up to £7.5 million a year in illegal games.

Most pirates operate in groups with sensational gang-like names: The Kent Team, PCB, Divisional Distribution. Though each group has perhaps only three or four members, all living in the same area, the network stretches far wider – often into continental Europe, where pirates in West Germany, Belgium, Holland and Denmark swap copies through the post with their British counterparts.

But just 'swap'? It's true – though often illegal games change hands for as little as £1 (cassette) or £3 (disk), the average small-time pirate does not sell his wares. Yet after a few years in the trade he can end up with as many as 2,000 pieces of illegal software (usually 8-bit – 16-bit is harder to copy).

And the swap-shop system creates problems for the law-enforcers: as Hay puts it, 'the problem is that there really is no satisfactory legal redress. I don't think that the criminal code is adequate for the scope of their activities.' He adds that though the 1956 Copyright Act does mention distribution of illegal copies not for profit, and its successor the Copyright Designs And Patents Act will do so

PRESS ANY KEY



too, it's a 'very grey' area.

Grey from his end of the law's foreshortened arm, perhaps, but most amateur pirates see it as a black-and-white situation. Robert, a 17-year-old British member of a gang based in Holland, insists that 'we don't make any money – it costs *us* money. We don't sell the games. I think people like that should be caught.'

And Frank, a 40-year-old electrician in a large south coast port, may not be a typical game pirate but he speaks for many when he insists that 'we don't call ourselves pirates because pirates do it for gain.

'People offer to buy software and I wouldn't do that. I would never ever sell software, because that's different.

'Another argument,' he continues, 'is that if you've paid £20 for a piece of software you have a legal right to make a backup copy.'

But that's simply not true in Britain (unless the software house agrees to it) – and in any case, many pirated games are themselves copies of copies. Robert, for instance, makes three copies of every C64 game, sends them to other pirates in the West Midlands, London and Holland, 'and then they copy them and copy and copy.' The problem mushrooms internationally. And no-one can stop it.

MEN WITHOUT MORALS?

LIKE nearly all firms in the games world, TGM's publishers have a strong antipiracy policy. Explains Editorial Director Roger Kean: 'It's dishonest and there's no doubt with popular games it does damage sales.'

Yet the simple equation of 'pirated games = lost money' doesn't hold up. Says pirate Robert: 'We buy the game . . . you get all these people who say software piracy is damaging the industry but it's not because we buy the original.'

Bob Hay, boss at the Federation Against Software Theft antipiracy organisation, confirms: 'The three kids who put their pocket money together and buy one copy of the game and make two illegal copies aren't necessarily lost sales.'

In other words, they wouldn't all have bought the game anyway, so the software house doesn't lose if a couple copy it.

However, Hay points out, 'budget software [costing £2 or £3] does get ripped off as well' – hardly because gamers can't afford it.

And perhaps the real damage is done not to the software houses but to other consumers. Each year, the software publishers have to make up millions of pounds in sales lost through piracy – and we pay for it through increased prices.

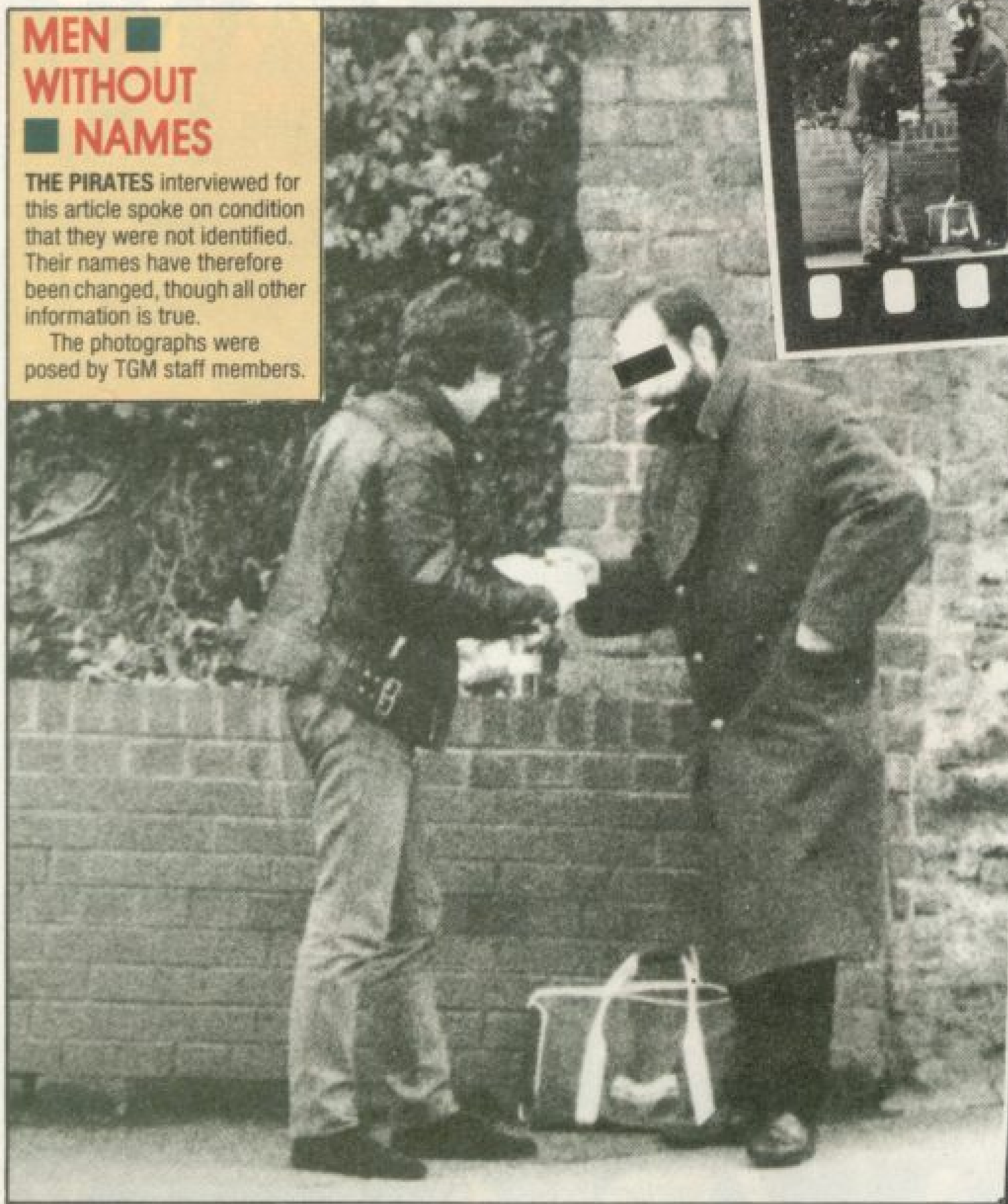
As Hay puts it, 'in the same way that Marks & Spencer pass on the price of shoplifting, the software houses have to pass on the cost of piracy. The legitimate purchasers have to suffer.'



MEN ■ WITHOUT ■ NAMES

THE PIRATES interviewed for this article spoke on condition that they were not identified. Their names have therefore been changed, though all other information is true.

The photographs were posed by TGM staff members.





Cheap thrills

Most of today's gamers have met some of the tactics software houses use to prevent piracy, ranging from hard-to-crack code to Rainbird's *Starglider II* technique, which requires the user to input passwords from the accompanying novella. American firms like Electronic Arts, MicroProse and Mediagenic are particularly involved in the fight.

But the pirates themselves are disdainful.

'You can skip around the protection anyway,' says Robert. 'After five minutes I'd find the routine.' He uses Trilogic's Expert Cartridge – a common pirates' tool (TGM**011**) – to hack into the loader, then saves the code section by section to disk.

'It's very simple,' confirms Frank. 'A lot of software companies put coding in, but a lot of it isn't difficult to crack at all. And as they get better, so do the copiers.

'At one time,' he continues, 'Electronic Arts were hard. But because they used the same method every time, someone brought out a program that could crack it, no problem.'

The Electronic Arts response: 'It was true for a while, but it's not any more. We have changed protection methods,' says Sales Administration Manager Simon Jeffery.

And one pirate we spoke to even left the illegal game – because it got so boring. After all, when you've got a few thousand disks already, you're only doing it for the thrills.

Many of those thrills come from the secret-society atmosphere of the clubs. Robert recalls how he entered piracy: 'I knew a friend who'd got *Super Cycle* [Epyx] about four months before it was released. I went round his house and we became friends there and he gave me all this software.

'I'd write a [hacking] routine and he told me how to improve it.'

"We don't call ourselves pirates, because pirates do it for gain"

The gangs have other practical purposes. One pirate: 'It's easier to get software from other groups if you have a name. If you're an individual, you can't get the latest releases so easily.'

And so rather than swapping in the schoolyard, the gangs deal with each other . . . in the past often via magazine ads (though publishers have now cracked down), more recently through bulletin-board networks like Compunet. Hay says the network management try to help FAST in the fight against piracy, but Compunet officials were not available for comment at press time.

In the heyday of irrepressible piracy, the early Eighties, pirates would even leave their gang names and phone numbers in the code of a cracked program. Now they're slightly more cautious, because as FAST's Hay says 'since 1984 there's been a tremendous shake-out'.

'We're driving it more underground,' he continues. 'If you look at any crime, if there is a flurry of activity by the police the crime goes to another area or it goes underground.'

But Hay admits that his small organisation cannot entirely stem the tide. Because Britain's police have only two specialist computer crime units, both covering London, FAST has to work with local fraud squads and trading standards.

And where technology crime is concerned, the sophistication of local policemen varies: 'You get a detective who's a computer buff, and it shows in the calibre of his work.'

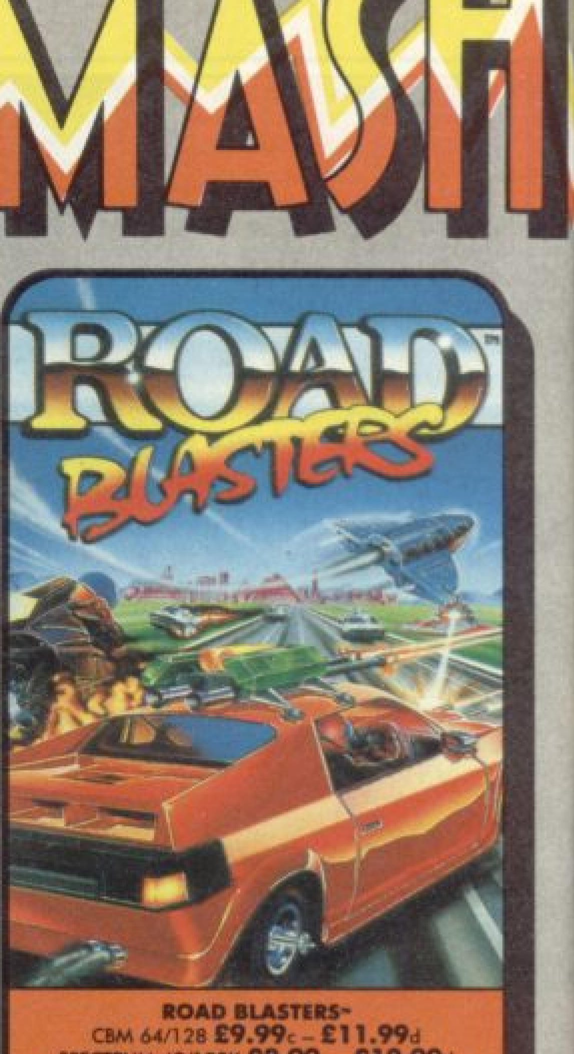
But often FAST knows the identity of pirates yet can't do anything about this twilight zone of crime, where no records are kept (unlike in organised commercial piracy). Says Hay: 'Tracing the originals in leisure software is very difficult. I do have to concentrate on the achievable.'

The pirates know that. And that's why, in Alan's words, 'I never really think about getting caught.'

SURE FIRE SMASH



THUNDER BLADE™
CBM 64/128
£9.99c – **£14.99**d
SPECTRUM 48/128K
£8.99c – **£12.99**d
AMSTRAD CPC
£9.99c – **£14.99**d
ATARI ST
£19.99d
AMIGA
£24.99d
IBM PC & COMPATIBLES
£24.99d



ROAD BLASTERS™
CBM 64/128 **£9.99**c – **£11.99**d
SPECTRUM 48/128K **£8.99**c – **£12.99**d
AMSTRAD CPC **£9.99**c – **£14.99**d
AMIGA **£19.99**d
ATARI ST **£19.99**d



ECHELON™
CBM 64/128
£12.99c – **£14.99**d
SPECTRUM 48/128K
£9.99c – **£12.99**d
AMSTRAD CPC
£12.99c – **£14.99**d
IBM PC
£24.99d
AMIGA
£24.99d



LED STORM™
CBM 64/128 **£9.99**c – **£14.99**d
SPECTRUM 48/128K **£8.99**c – **£12.99**d
AMSTRAD CPC **£9.99**c – **£14.99**d
ATARI ST **£19.99**d · AMIGA **£19.99**c
IBM PC **£24.99**d



THE GAMES SUMMER EDITION™
CBM 64/128 **£9.99**c – **£14.99**d
SPECTRUM 48/128K **£8.99**c – **£12.99**d
AMSTRAD CPC **£9.99**c – **£14.99**d
ATARI ST **£19.99**d
MSX 64K **£9.99**c



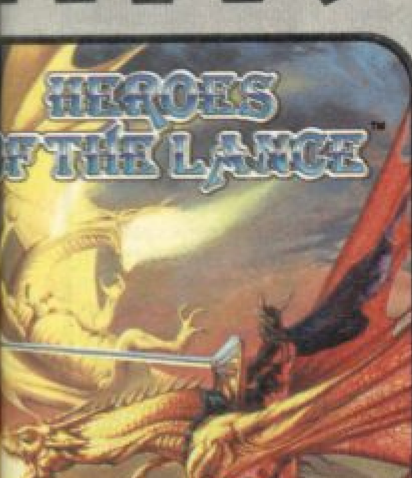
TIGER ROAD™
CBM 64/128 **£9.99**c – **£14.99**d
SPECTRUM 48/128K **£7.99**c – **£12.99**d
AMSTRAD CPC **£9.99**c – **£14.99**d
ATARI ST **£19.99**d
AMIGA **£19.99**c

YOUR U.S. G(U.S. GOLD®)LD ST

U.S. Gold, way ahead of whoever's

HITS FROM

The Best Software in the World Available from the Best Software Dealers in the U.K.



HEROES OF THE LANCE™
CBM 64/128 **£19.99**d
AMSTRAD CPC **£9.99**c – **£14.99**d
AMIGA **£24.99**d
ATARI ST **£19.99**d
IBM PC **£19.99**d



GIANTS™
UNTLET II – OUT RUN – ROLLING THUNDER
720° – CALIFORNIA GAMES
CBM 64/128 **£9.99**c – **£14.99**d
ECTRUM 48/128K **£8.99**c – **£12.99**d
AMSTRAD CPC **£9.99**c – **£14.99**d

NORTH WEST
Alan Heywood Computers 174 Church Street, Blackpool. **Tel: 0253 21657**
Bits 'N' Bytes 18 Central Station, Ranelagh Street, Liverpool L1 1JT. **Tel: 051 709 4486**
Just Micro 22 Carver Street, Sheffield. **Tel: 0742 752732**
Micro-Chip Shop Computer Store 190 Lord Street, Fleetwood. **Tel: 03917 79511**
Micro-Snips (Mail Order) 37 Seaview Road, Wallasey, Merseyside L45 4QN. **Tel: 051 630 3013**
Northwich Computers 79a Witton Street, Northwich, Cheshire CWG SDW. **Tel: 0606 47883**
Oracle Computer Systems 230 High Street, Winsford, Cheshire. **Tel: 0606 861253**
PV Computers 104 Abbey Street, Accrington, Lancashire BB5 1EE. **Tel: 0254 35345**
Tim's Megastore 29/31 Sunderland Street, Macclesfield, Cheshire SK11 6JL. **Tel: 0625 34118**
V U Data 221a Old Street, Ashton-under-Lyne, Lancashire OL6 7SR. **Tel: 061 339 0326**
The Computer Shop Unit T, Knightsbridge Mall, Arndale Centre, Manchester. **Tel: 061 832 0878**

NORTH EAST
The Computer Shop 7 High Friars, Eldon Square, Newcastle-upon-Tyne. **Tel: 091 2616260**
Sunderland Computer Centre 29 Crowtree Road, Sunderland SR1 3JU. **Tel: 091 565 5711**
TopSoft Computer Software 3 Hambletonian Yard, Stockton-on-Tees, Cleveland TS18 1BB. **Tel: 0642 670503**
TopSoft Computer Software 6 Wellington Court Mews, Grange Road, Darlington, County Durham. **Tel: 0325 486689**
Virgin (Retail) 94-96 The Briggate, Leeds, North Yorks LS1 6BR. **Tel: 0532 443681**
York Computer Centre 9 Davygate Arcade, Davygate, York YO1 2SU. **Tel: 0904 641862**
C.H.I.P.S. Computer Shop 151/153 Linthorpe Road, Middlesborough, Cleveland. **Tel: 0642 219139**
C.H.I.P.S. Computer Shop Clarkes Yard, Darlington, County Durham DL3 7QH. **Tel: 0325 381048**
MicroGamer 20 Cleveland Street, Doncaster DN1 3EF. **Tel: 0302 329999**
The Computer Shop 9 Maritime Terrace, Sunderland. **Tel: 091 510 8142**
The Computer Shop 14 West Row, Stockton-on-Tees, Cleveland TS18 1BT. **Tel: 0642 606166**

WEST MIDLANDS
Burton Software 51/52 High Street, Burton-on-Trent, Staff OE14 1JS. **Tel: 0283 34388**
Castle Computers 11 Newcastle Street, Burslem, Stoke-on-Trent. **Tel: 0782 575043**
Comtazia Shopping Mall, Merry Hill Shopping Centre, Brierley Hill. **Tel: 0384 261698**
Comtazia 204 High Street, Dudley, West Midlands. **Tel: 0384 239259**
Mr Disk 11-12 Three Shire Oaks Road, Bearwood, Birmingham. **Tel: 021 429 4996**
Software City 3 Lichfield Passage, Wolverhampton. **Tel: 0902 25304**
Software City 1 Goodall Street, Walsall. **Tel: 0922 2482**
Software City 59 Foregate Street, Stafford. **Tel: 0785 41899**
Spa Computers 108 Clarendon Street, Leamington Spa CV32 4PE. **Tel: 0926 37648**
Venture Television Broad Street, Sidemoor, Bromsgrove. **Tel: 0527 72650**
Virgin (Retail) 98 Corporation Street, Birmingham B4 6SX. **Tel: 021 236 1577**
Watchdog Home Entertainment 40 Queen Street, Wolverhampton. **Tel: 0902 313600**
Castle Computers 6 Hope Street, Hanley, Stoke-on-Trent. **Tel: 0782 267952**
Miles Better Software 221 Cannock Road, Chadsmore, Cannock, Staffs. **Tel: 0543 466577**
Bull Ring Computers 7 Waterloo Terrace, Bridgnorth WV16 4EG. **Tel: 0746 766839**

EAST MIDLANDS
D K Sound & Vision 7 Lightwood Road, Buxton, Derbyshire SK17 7RT. **Tel: 0298 72066**
Gordon Harwood Computers 69-71 High Street, Alfreton, Derbyshire. **Tel: 0773 836781**
Mansfield Computers & Electronics 33 Albert Street, Mansfield, Notts NG18 1EA. **Tel: 0623 31202**
Mays Computer Centre 57 Churchgate, Leicester LE1 3AL. **Tel: 0533 22212**
North Notts Computers 23 Outram Street, Sutton-in-Ashfield, Notts NG1 4BA. **Tel: 0623 556686**
Virgin (Retail) 6-8 Wheelergate, Nottingham NG1 2NB. **Tel: 0602 476126**
The Computer Shop Unit 250, The Victoria Centre, Nottingham. **Tel: 0602 410632**

SCOTLAND
Capital Computers 12 Home Street, Tollcross, Edinburgh EH3 9LY. **Tel: 031 228 4410**
The Micro-Shop 271-275 Dumbarton Road, Glasgow G11 6AB. **Tel: 041 339 0832**
Inverness Computer Centre 15 Market Arcade, Inverness IV1 1PJ. **Tel: 0463 226205**
Virgin (Retail) 131 Princes Street, Edinburgh EH2 4AH. **Tel: 031 225 4583**
Virgin (Retail) 28-32 Union Street, Glasgow G1 3QX. **Tel: 041 204 0866**

EIRE
Virgin (Retail) 14-18 Aston Quay, Dublin 2. **Tel: 777180**

SOUTH WEST
ACE Computers 42 Cannon Street, Bedminster, Bristol BS3 1BN. **Tel: 0272 637981**
Computerbase Co. 21 Market Avenue, City Centre, Plymouth, Devon PL1 1PG. **Tel: 0752 671228**
Eagle Business Computers Glamorgan House, David Street, Cardiff CF1 3FH. **Tel: 0222 390286**
Judya Computers 7/9 Exeter Road, Exmouth, Devon. **Tel: 0395 264593**
Software Plus Unit 8, The Boulevards, Wellington Centre, Aldershot, Hants. **Tel: 0252 29862**
Virgin (Retail) 18 Merchant Street, Bristol, Avon BS1 3ET. **Tel: 0272 294779**
The Computer Shop 329 Ashley Road, Parkestone, Poole, Dorset BH14 0AP. **Tel: 0202 737493**

LONDON
Double Vision 32 High Street, Ealing, London W5. **Tel: 01 566 1004/840 6278**
Erol Computers 125 High Street, Walthamstow, London E17 7DB. **Tel: 01 520 7763**
Goel Computer Services 45 Boston Road, Hanwell, London. **Tel: 01 579 6133**
MicroTek Grove Green Road, Leytonstone. **Tel: 01 556 2275**
Shekhana Computer Services 221 Tottenham Court Road, London W1R 5AF. **Tel: 01 800 3150**
Logic Sales 19 The Broadway, The Bourne, Southgate. **Tel: 01 882 4942**
Silica Shop 52 Tottenham Court Road, London (ST & Amiga Specialists). **Tel: 01 580 4000**
Software Plus In Shops, 37-43 South Mall, Edmonton Green, London.
Virgin (Retail) 527 Oxford Street. **Tel: 01 491 8582**
Virgin (Retail) 100 Oxford Street, London. **Tel: 01 637 7911**

SOUTH EAST
Bits 'N' Bytes 47 Upper Orwell Street, Ipswich, Suffolk. **Tel: 0473 219961**
Bits 'N' Bytes 45 Orwell Street, Felixstowe, Suffolk. **Tel: 0394 279266**
Computer Leisure Centre 117 High Street, Orpington, Kent BR6 0LG. **Tel: 0689 21101**
Crawley Computers 62 The Boulevard, Crawley, West Sussex RH10 1XH. **Tel: 0293 37842**
Computer Business System 88/90 Lurdon Road, Southend-on-Sea, Essex. **Tel: 0702 335443/330995**
Computer Plus 40 New Conduit Street, Kings Lynn, Norfolk. **Tel: 0553 774550**
Estuary Computers Victoria Precinct, Southend on Sea, Essex. **Tel: 0702 614131**
Faxminster Ltd 25 Market Square, Hemel Hempstead, Herts. **Tel: 0442 55044**
G B Microland 7 Queens Parade, London Road, Waterlooville, Hampshire PO7 7EB **Tel: 0705 259911**
JKL Computers 7 Windsor Street, Uxbridge, Middlesex. **Tel: 0895 51815**
Logic Sales 6 Midgate, Peterborough PE1 1TN. **Tel: 0733 49696**
Silica Shop 1-4 The Mews, Hatherley Road, Sidcup, Kent DA14 4DX. (ST & Amiga Specialists) **Tel: 01 302 8811**
Softsellers 36a Osbourne Street, Colchester, Essex CO2 7OB. **Tel: 0473 57158**
SoftSpot Computers 61 Meredith Road, Clacton-on-Sea, Essex. **Tel: 0255 436462**
Software Plus 8 Buckwins Square, Burnt Mills, Basildon, Essex. **Tel: 0268 590162**
Software Plus Liberty Shopping Mall, Basildon, Essex. **Tel: 0268 27922**
Software Plus 15 Kingsway, Colchester, Essex. **Tel: 0206 760977**
Software Plus Unit 1, 28/31 Moulsham Street, Chelmsford, Essex. **Tel: 0245 491746**
Software Plus 336 Chartwell Square, Southend-on-Sea, Essex. **Tel: 0702 610784**
Software Plus Unit 1, Queensgate Centre, Orsett Road, Grays, Essex. **Tel: 0375 391164**
Software Plus 22 St Matthews Street, Ipswich, Suffolk. **Tel: 0473 54774**
Software Plus 35 High Street, Gravesend, Kent. **Tel: 0474 333162**
Software Plus 13 Town Square, Stevenage, Herts. **Tel: 0438 742374**
Software Plus Unit 94, In Shops, The Maltings, St. Albans, Herts. **Tel: 0727 64347**
Software Plus Unit 2, 4-6 Orange Street, Canterbury, Kent. **Tel: 0227 458112**
Software Plus 43 Burleigh Street, Cambridge. **Tel: 0223 353643**
Software Plus Unit 11, The Boulevards, Harpur Centre, Bedford. **Tel: 0234 66598**
Video City 45-47 Fisher Green Road, Stevenage, Herts. (ST & Amiga Specialists). **Tel: 0438 353808**
Video City 10 Station Road, Letchworth, Herts. (ST & Amiga Specialists)
The Video Machine 194-196 Canterbury Street, Gillingham, Kent ME7 5XG. **Tel: 56460**
Viking Computers Ardney Rise, Norwich NR3 3QH. **Tel: 0603 401982**
Virgin (Retail) 157-161 Western Road, Brighton, Sussex. **Tel: 0273 725313**
Worthing Computer Centre 7 Warwick Street, Worthing, West Sussex. **Tel: 0903 210861**

TR DEALER

STOP PRESS!!
Thunder Blade the No.1 In-store Dec 2nd.

s number 2!

ROBIN HOGG'S PLAYING TIPS

YOUR GUIDE TO BETTER GAMING

First off some tips for all those readers who complain that TGM never looks at MSX!

☆ F1-SPIRIT

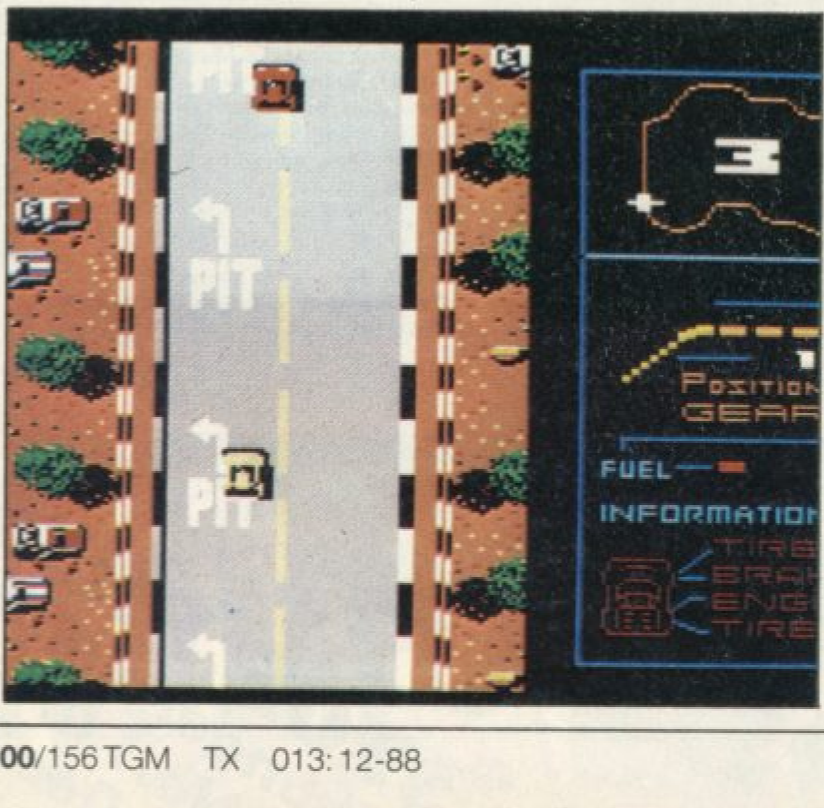
Of all the MSX games, this clone of the car racing coin-op *Chequered Flag* is superb, having a title screen tune which must rank as *the* best piece of MSX music yet. But enough game adoration, here are the tips for coming first in the *F-1 Spirit* with thanks to Jarren Shepherd of West Auckland.



■ Always go for an original design car before racing, customise it with the sixth (peeky power!) engine as it offers the best performance for all races. For the rally choose the strong body for the car, for all other races you can get away with a light-weight body providing you don't take too many knocks. In the rally a manual gearbox is essential (stick in second gear through the rock-strewn canyons - any faster and you lose control), for the rest of the circuits use the automatic gearbox.

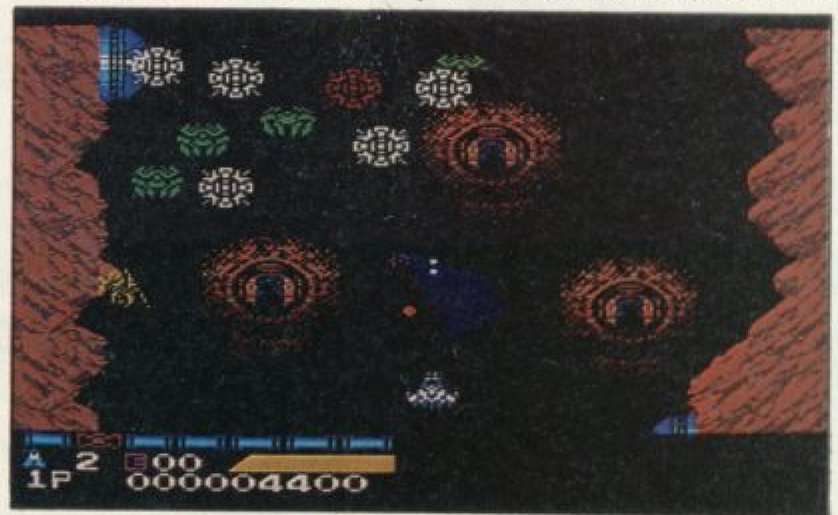
■ When you pass another racer swerve in front of him, causing him all sorts of problems and slowing down other cars coming up behind. Don't drive aggressively by ramming other cars as it brings you to a halt, cut tight corners wherever possible and keep to the inside of the bends. If you want to see the pleasant end screen (hardly spectacular Jarren!) type in the following password. You still have to come first in the final Australian course to see the end-screen though.

■ PASSWORD: **BIIEKLKNLEFJJMDBIPLNMAOE**



☆ SALAMANDER

Here we go with the last two levels of Imagine's coin-op conversion.



■ **LEVEL 3.** Like the beginning of the first level alternate between top and bottom destroying the aliens and collecting the extras. The arcs of flame flungs spacewards alternate between the top and bottom suns so remember the sequence and watch out for multiple solar corona. Keep blasting, get the multiples around you and kill the homing fireballs as they appear. That's about the tactics you need to know for this level. The Fire Snake at the end is no problem, just move forward before it crushes you against the side of the screen and go for the head with everything you've got.

■ **LEVEL 4.** The final and suitably most difficult level, use everything you've got on the waves of aliens



and watch out for pink flak and balloons. If you've got multiples and ripple lasers then keep them in a line along the bottom of the screen. If you haven't got said items you're in trouble. The next opponents, the sentinel ships, are a piece of cake provided you keep out of their way. Where this level gets tough is with the advent of the guns on the walls which unless eliminated immediately they will literally fill the screen with bullets. Hug the walls and use lasers to kill them. The Easter Island heads - escapees from *Nemesis* - are the priority if you make it this far. Destroy these before they make life extremely difficult and you should get through to Mr Black Blob himself.

If you haven't got missiles at this point then give up - without them its nigh well impossible to hit the supports holding him up. If you do kill him move about three quarters of the way up the screen and watch for the closing blast doors, the set of doors start off in the middle, move over to the left, then right and you should have made it.

☆ ELIMINATOR

For those of you Eliminating the aliens in Hewsons biggie, here's a selection of passwords to throw you in at the very deep end: **AMOEBA, CHEEKY, ENIGMA, FLIPME GEEGEE, HANDEL, ICICLE, LAPDOG.**

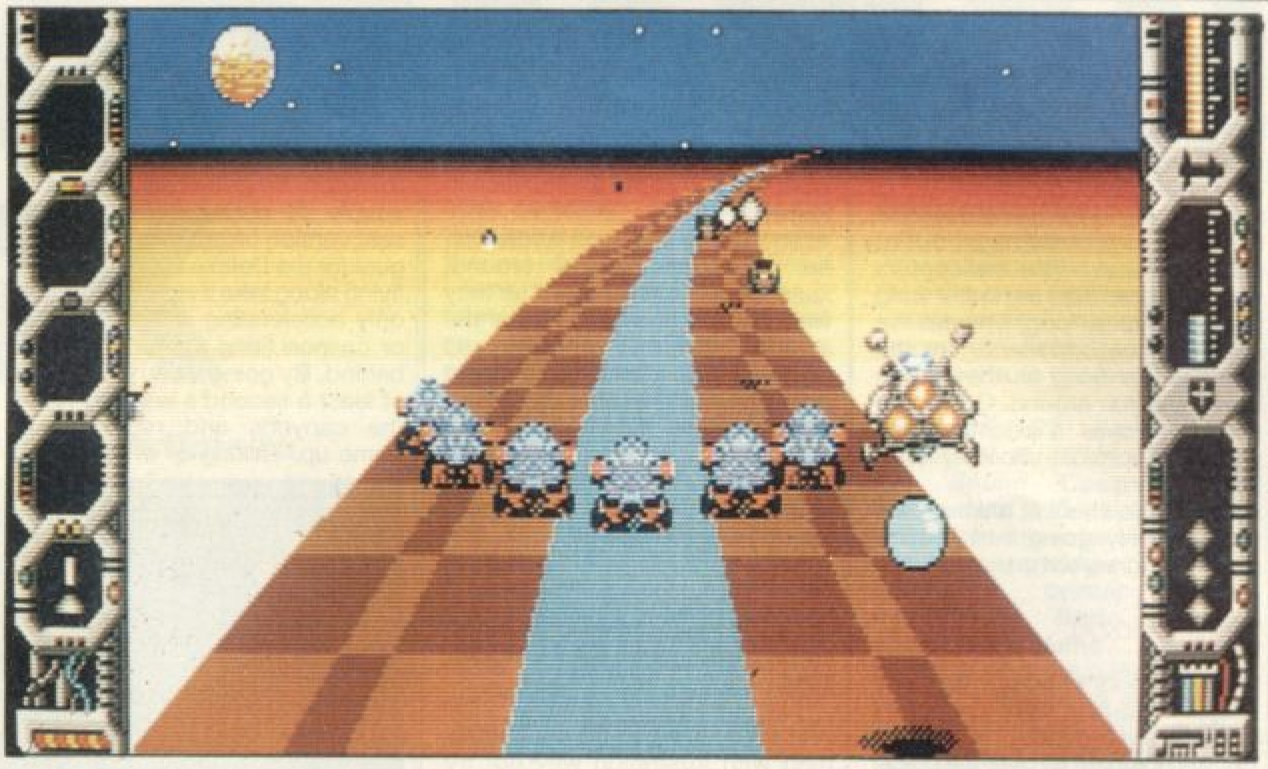
And here are some rather logical tips for Eliminator.

■ Remember the layout of each course and the positions where alien formations appear.

■ Keep with the dual fire weapon (the third weapon to choose from) it's far better in the long run as bullets fired zoom off to the left and right edges of the screen where aliens tend to hang out.

■ Use the ramps to gain height, leap over aliens and move across gaps in the course.

■ Hugging the screen edges is a lot safer than zooming all over the place, just watch out for aliens appearing along the side of the screen.



☆ ELITE

■ The classic is here again, this time in the eagerly awaited form of the ST version. You want tips? We've got tips galore.

■ Use the RAM save option constantly, storing your position before any key decisions are made (such as purchasing of equipment or buying/selling of goods).

■ When equipping the ship, don't bother with side lasers unless you just want to look flash cruising through the galaxy, they're 100% useless and impossible to use to any great effect. Similarly don't bother with he rear view, fit something useful like a mining laser if you wish but no more than that. You generally won't find much use for a rear laser bar shooting down rogue asteroids, space stations and the odd incoming missile.

■ There are two schools of thought regarding the first piece of equipment to purchase, namely whether to go for Docking Computer or Large Cargo Bay. Lazy Elitists go for the Docking Computer to save on flight time, while those looking for faster profit-making opt for the cargo bay. Go for the cargo bay and you can buy that computer all the more quickly.

■ When it comes to lasers there's no contest, it's military or nothing. At 6000 credits the best never comes cheap but these babies are nothing less than awesome to use!

■ For trading find a poor agricultural planet and a fat, juicy, rich industrial planet together, (preferably with a government of Communist State rating or above). Just shuttle Narcotics, Medical Supplies and Computers to the agricultural world and take Wine and Radioactives to the Industrial planet. Drug running reaps in enormous profits with negligible risk if you've got military lasers.

■ If you're jumped by Thargoids, slow to a halt, line the alien craft up and pump lasers into the rapidly approaching dot, stop firing when it's taken two thirds damage (use the laser temperature indicator as a guide). Wait for Thargons to be launched then use your lasers on the mothership to finish it off and collect the alien items. If the Thargoid has pirate ships for company, don't bother with getting Thargons, loose a missile and get that laser firing at the others.

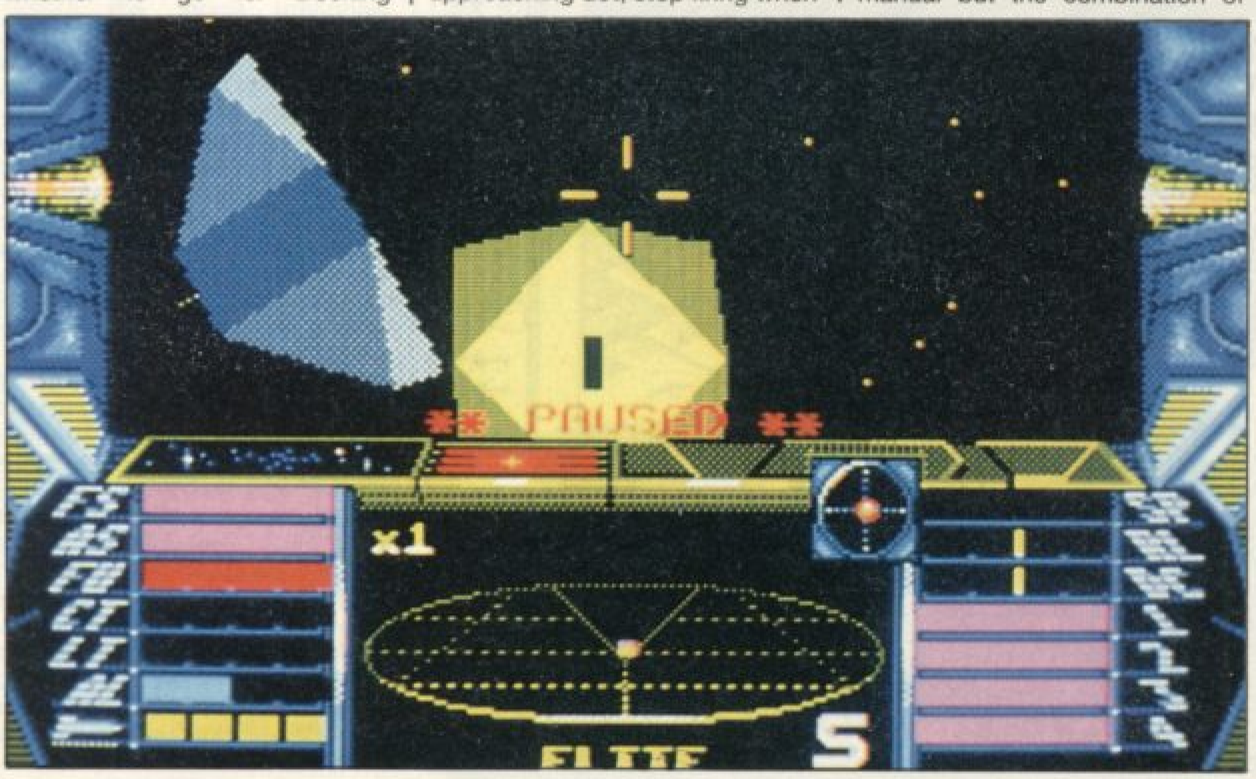
■ If an enemy survives your hail of laser bullets and gets close enough to fire, accelerate towards it and stay close. The target ship will move away and try to loop over to fire at you, if you can get behind it there shouldn't be any problems with eliminating it.

■ If you're jumped by multiple pirates it's a good idea to quickly go for the tougher ships to begin with, getting them out of the way first and mopping up the weaker ships later. In order of priority go for the following first.

1) Thargoids
2) Wolf Mark II (Not detailed in the manual but the combination of high speed and impressive firepower makes it one of the most vicious pirate ships around).
3) Asp Mark II (Fast and lethal)
4) Gecko
5) Krait
6) Fer-De-Lance (tricky if only for its rate of movement).
7) Moray Star Boat
9) Adder
10) Cobra Mark III
11) Cobra Mark I
12) Boa/Anaconda/Python (Useless weapons on board but thick skinned).
13) Sidewinder (No problem)
14) Mamba (Piece of cake)

As for Orbit Shuttles and Transporters, don't bother, the space station is always close by with its fleet of Vipers ready to dispense their own form of lethal justice.

On the ST, *Elite* has five missions, and rather than code new missions, Mr. Micro have incorporated the original Commodore and Amstrad missions.



■ **MISSION 1.** Destroy the Constrictor - The Constrictor, an experimental spaceship with powerful shielding has been stolen and you're given the task of finding it and destroying it.

■**MISSION 2.** Shuttling Documents - Top secret Thargoid documents have been taken and you're required to transport them to a Naval Base.

■**MISSION 3.** Rescue Refugees - Refugees on a space station are in imminent danger from a dying sun going nova. Get them out of there pilot!

■**MISSION 4.** Invisible Asp - An Asp complete with Cloaking Device is terrorising innocent traders, time to show it who's boss.

■**MISSION 5.** Invasion Fleet - Thargoids have taken over a space station, it's your job to fight through their fleet to the station and destroy it.

PRESS ANY KEY

☆OPERATION WOLF

Ocean's conversion of the smash Taito coin-op is devoid of many tips other than 'shoot, shoot and shoot again'. Unpeturbed, here are some tips.

■ Everything in the game does the same amount of damage, but at different rates. The helicopters and armoured cars are faster firing but don't fire for long, whereas the really vicious opponents are the parachutists firing as they come down and run around. Go for the parachutists as a priority target wherever possible shooting them before they land.

■ Use single shots at a time to kill soldiers, only going into pyscho mode if soldiers run on screen as a bunch allowing you little margin of error.

■ If two helicopters or armoured cars draw near, launch a grenade and both blow up, simple enough and worth the risk of waiting if you want to keep some ammunition in reserve.

■ On the fifth and sixth levels with the hostages running around, keep an eye out for them as they walk on from the right side of the screen. Control of fire and accuracy are vital if you're to get through with any hostages alive, indiscriminate firing isn't very wise.

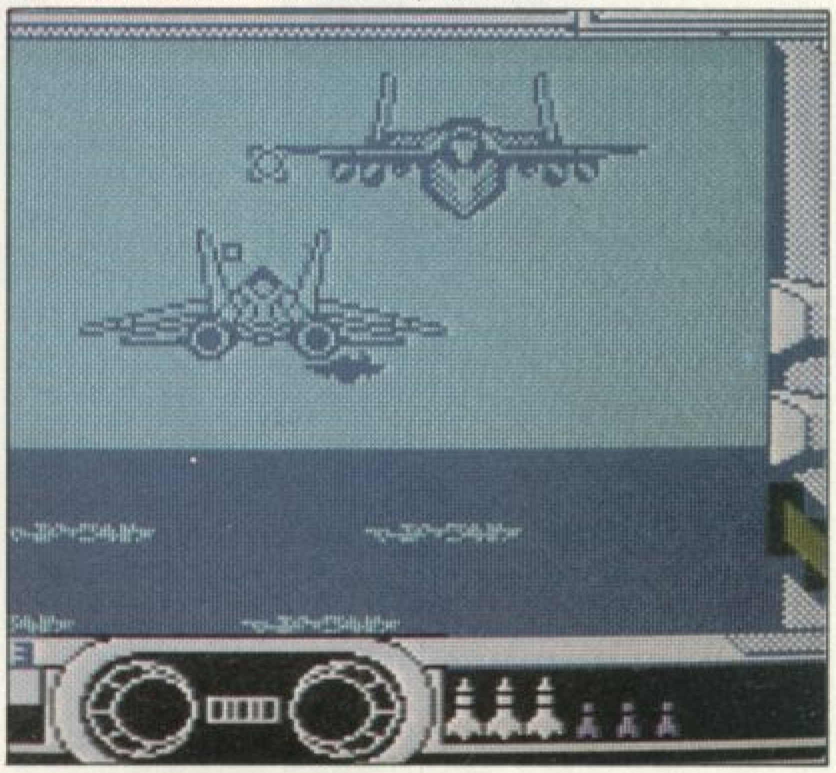
■ Don't shoot innocent bystanders unless you fancy losing yet more energy.

And now for some arcade playing tips.

☆ AFTER BURNER

A classic, over-the top combat game with an over-the-top price to match. Nevertheless, shove in a couple of pound coins (bucket seat version unless you've got the guts for the Deluxe version). When flying along take it slow all the way, only accelerating when a missile or cannon firing fighter sneak up behind. By going slow, you'll have at least a second's warning when the canyons and radio masts come up. Talking of which to get through the canyons don't wrench the control column (alright joystick) left and right like a rookie, tap it backwards and forwards taking out ground targets (in particular the fuel tankers).

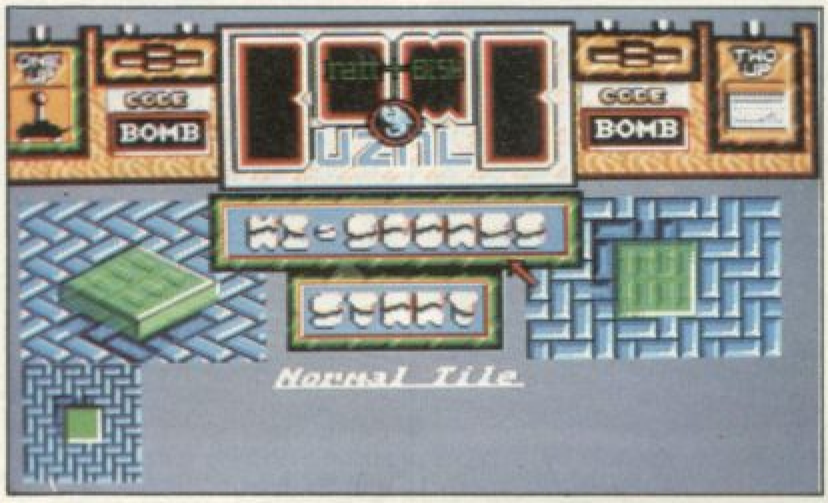
Providing you don't have two waves of them, avoiding missiles is a piece of cake. Stay slow, watch for missile launch and *wait*. As they zoom near pull up, bank (left or right) and accelerate away. If you want to be really boring but stay alive through to the end fly hard right or hard left all the way, dodging the odd missile that flies jet-wards.



☆ BOMBOOZAL

Image Works's bomb defusing puzzle game can seriously damage your health, what with bombs going off all over the place, gaps to avoid falling down and your hair been pulled out as a result. To save on your hair why not tap in these codes for selected levels of the game: **RATT, ROSS, LISA**

And if you want to go completely mad with frustration why not try out some of the later levels with the following codes. **OPAL, DAVE, TREE, GOLD**





☆ DOUBLE DRAGON

When in dual player mode if you go up to a Putz and grab him from behind the other player can hit the unfortunate victim as many times as he likes with the whip. He won't die, your points go up like mad (200 at a time) and you can do this ad infinitum (I.e. Until the power goes off or you get thrown off the machine).

☆ CONTINENTAL CIRCUS/ CIRCUIT

The first thing to remember is that each course is surprisingly short, and each checkpoint is only a couple of bends away along the track with a pit stop nearby.

Providing you don't start doing anything silly you won't need to worry about the time limit as it's rather generous. If you're at least halfway through the course and suddenly get hit or the engine catches fire just keep going – take it a little slower than nomral but don't stop you *will* make it! The first couple of tracks aren't too hard, although you have to watch out for the hairpin bends about mid-way along each route. Like all racing games use the brakes frequently – better to slow down to a crawl and lose two seconds than to total the car and lose ten times as much. If you can play the 2D version, it's much less of a strain on the eyes and very little is lost in the sensation of driving.

INFORMATION DESK

Not content with working overtime to produce a positive plethora of game tips, Rob Hogg once more turns his attention to the ever-busy information desk.

First off this month is MARTIN VAN DER WESTHUIZEN from Worcester, South Africa.

■ What are the main differences between the Amiga 1000 and the 500 series?

First things first, if you're buying an Amiga your best bet is to go for the 500 series. The A1000 has a pitifully small 265K of memory and next to no software houses support the machine as a result. Speed wise there's little difference, although the earlier 1000 models were somewhat faster than current Amigas. A 256K RAM upgrade is available from the Amiga User Group ☎ (0533) 550993 at £79.95 but seeing as there are very few (if any) Amiga 1000 machines around and the 1000 isn't a particularly friendly beast when it comes to upgrading it's better in the long run to go for the standard half-a-megabyte 500 model.

Dave Dunstan has a question at about the Sega console.

■ I was wondering if you could give me any information on the Sega Console. I was thinking of purchasing one. Is the sound chip any good?

Unlike the much maligned earlier consoles such as the Atari VC system, the Sega console has a continually growing range of software and an ever stronger hardware base thanks to marketing through Mastertronic. Conversions of Sega coin-ops are extremely rapid, more so than on home computers and generally the quality of games is very good (take a look at *Kenseiden* and *Thunder Blade* in this issue). A Light Phaser gun and 3D Glasses are available with a variety of software which uses the devices as well and new hardware is on its way with a Rapid Fire Unit and FM Sound Unit expected soon.

At £79.95 for the basic system with two control pads and *Hang On* free, the Sega is good value for money although it does have some expensive games. For more information write to Sega at 2-4 Vernon Yard, Portobello Road, London, W11 2DX.

Before you buy any console take a look at the incredible PC Engine (as raved over in previous issues of TGM). Although lacking the software base of the Sega this system has literally arcade quality graphics.

Talking of which Ashley Dawson writes in with a PC Engine question.

■ If I were to purchase the PC Engine from Japan would any modifications be required in order for it to work on a British TV?

If you bought the machine in Japan you wouldn't be very pleased to find out that the machine requires a NTSC format television/monitor to run on. You may be able to get an electrical shop to fix up a connection but you'd also need a power pack to conform to the British standard.

C.Clarke has a video recorder and an ST and wants to combine the two.

■ I've had a burning desire to record some of my games, running, onto videotape. I own an ST, a VHS VCR and the relevant 13 pin Din-to-Scart lead. Can I tape games with the equipment or do I need new leads?

You certainly can Mr.Clarke! Just link it up to your ST through the monitor socket and Scart connector on the VCR using a television as visual output (just so you can see what you're playing!) Then just start recording as normal and the result should be a true video game!

Middlesex dweller A.Topan is in dire straits concerning his MSX and is thinking of buying an Amiga.

■ What would I need to connect my Toshiba HXP550 printer (with standard Centronics Interface) to an Amiga? What printer drivers would I need for use with a word processor?

With the correct Centronics interface you shouldn't have any problems in linking it up. When it comes to actually using it you may find the lack of a specific printer driver a problem, a general driver will work but the results may be unpredictable and special features unique to the Toshiba (including some character codes) may be missing. You could try the Amiga User Group for details of drivers on ☎ (0533) 550993

■ What is the Sony HBF700D disk drive like to use on the MSX?

The disk drive as used in our Sony machine is double sided and double density with 1 Megabyte storage capacity unformatted and 720K storage space when formatted. Noise levels are respectably low-key with speed to match (A quick test on the office Sony saw 340K load in around 40 seconds). If you're intending to buy one why not consider a Philips disk drive as Sony drives are a little thin on the ground in the UK.

Ross Gordon of Godalming in Surrey asks

■ I have been thinking of buying a sound sampler for my ST but cannot decide which one to get. I really need one with suitable ports for Hi-Fi connection and sampling from that source. Which one do you recommend?

Both the *ST Replay* from Microdeal ☎ (0726) 68020 and *Pro Sound Designer* from Eidersoft ☎ (0234) 273000 come with hardware extensions which use the cartridge port and parallel printer port respectively. Both packages offer the same functions, facilities and flexibility when it comes to sampling and editing sounds and both offer a Hi-Fi input/output capability. For ease of use, flexibility and a user-friendly icon-driven environment go for the *Pro Sound Designer* at £64.95 but not before taking a look at the *Replay Four*. This is a significant improvement over the existing Replay and is soon to be released by Microdeal at £79.95. Amongst its extra features are MIDI compatability (including MIDI playback), a Drum Kit, improved sound editing and a sound digitizer with 16 samples. Pro Sound is a good value sampling package to use but why not wait until TGM reviews the *Replay Four* and then decide?

Shane Reed of Dudley in West Midlands has a simple question concerning MSX.

■ Can you tell me who sells the *Games Master* cheat cartridge and the double cartridge adaptor for the HX-10 MSX-1?

Nightdare Limited, a name familiar to MSX owners everywhere stock the *Games Master* cartridge from Konami - priced at £16.75 give them a call on ☎ (0803) 606146. They also stock the cartridge adaptor for all of £14.50.

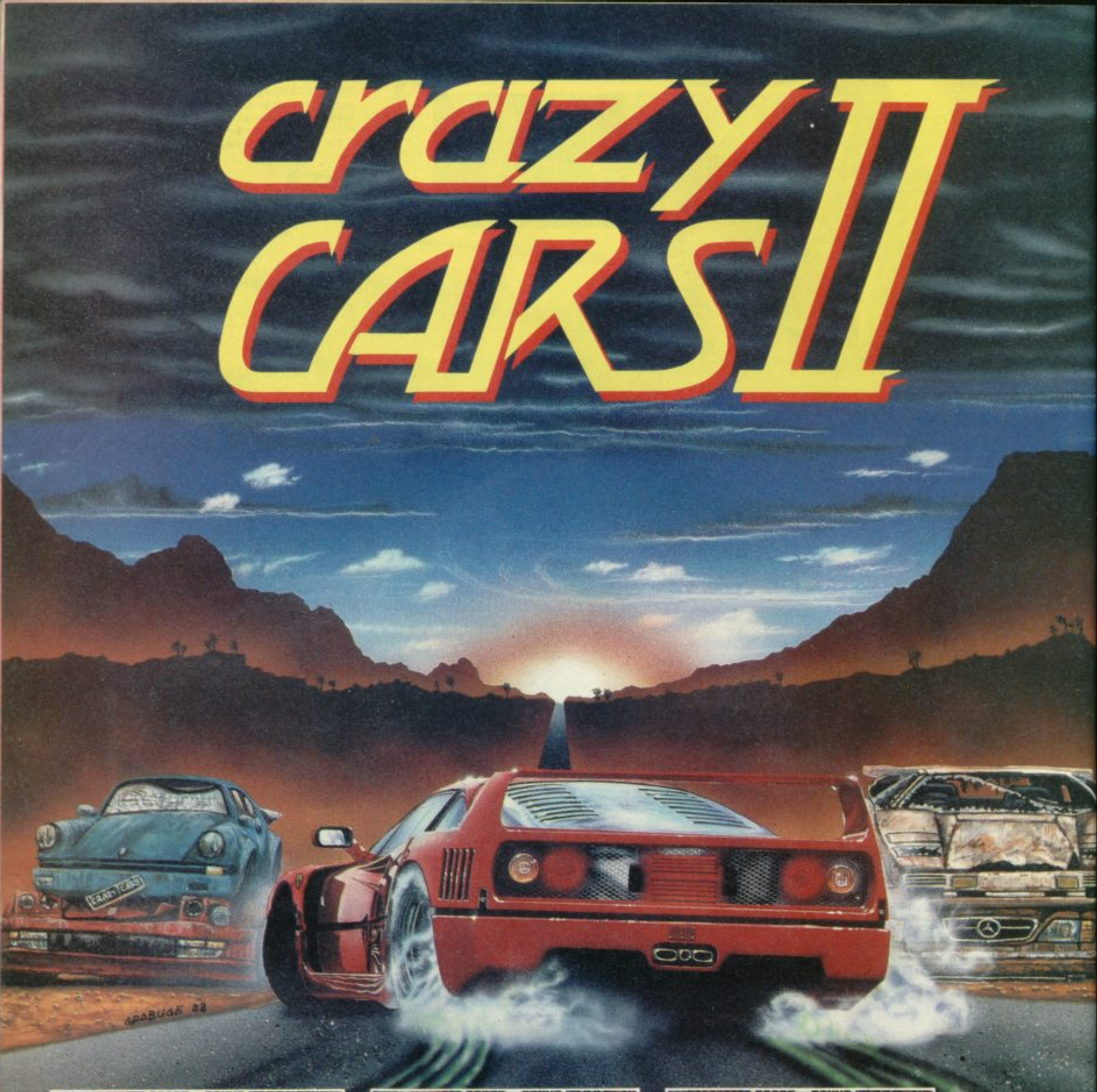
Keep those game tips, maps, cheats and hints coming in to TGM. With £40 worth of software up for grabs, you *know* it makes sense. Write to THE INFORMATION DESK, THE GAMES MACHINE, *PO Box 10, Ludlow, Shropshire, SY8 1DB.*




CBM 64
SPRINGBOARD DIVING – Cool nerves, total concentration, split second timing, and not a small measure of artistic flair will determine your scores as you strive for as near perfect execution as is humanly possible.
CBM 64
UNEVEN PARALLEL BARS – Balance strength and artistic flair are the vital ingredients which make this event, perhaps the most demanding, expressive and thrilling of all the gymnastic disciplines.
IBM PC
HAMMER THROW – A spectacular test of sheer human power. Feel your every muscle tighten as you rotate the hammer. Then as the centrifugal pull takes over you must gauge your moment of release to perfection to achieve that medal winning throw!
EPYX
13
EPYX
7
CBM 64
CBM 64
IBM PC
HURDLES – Speed, strength, rhythm. Three essentials in an event that is perhaps the toughest on the track. Be quick and judge your stride to perfection. The slightest mistake and you're not only out of the medals, you're out of the race!
© 1988 Epyx Inc. All rights reserved. Epyx is a registered trademark No. 1195270. All screen shots are from the CBM64 version of the game.
Manufactured and distributed under licence from Epyx Inc. by U.S. Gold Limited, 2/3 Holford Way, Holford, Birmingham B6 7AX.
The Ambitions of athletes from all corners of the Earth culminate in these championships. For it is here that the cream of the World's sporting elite have gathered in a once in a lifetime opportunity to compete for the most coveted titles known to man. Now Epyx, the undisputed masters of games simulation software; offer you the chance to compete with the World's best in eight disciplines that will test your courage and prowess to the absolute limit! You must be grateful and quick. You'll require deadly accuracy and nerves of steel. You'll need strength, stamina, artistic and physical skills. And above all else you'll need the will and determination to be a winner!
● Eight thrilling events. ● Opening and Closing Ceremonies
● Multiple player option, each player competing for a different country. Or compete against the computer
● Unique "First person" perspective allowing you to assess your performance.
EPYX



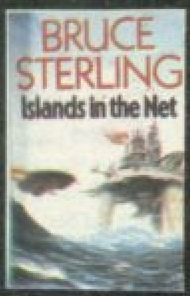
TM
CBM 64
ARCHERY – A strong and steady arm, and an accurate eye will be essential for success in an event that combines skills that are in essence centuries old with twentieth century technology.
CBM 64
CBM 64
CBM 64
CBM 64
RINGS – A controlled gymnastic performance which features the most testing piece of gymnastic apparatus yet devised. Flexibility, fluidity, static strength, and strength in movement make the rings the most unique and demanding of the men's gymnastic exercises.
IBM PC
POLE VAULT – An event that is as skilful as it is daring! Accelerate down the track; position the pole and climb to its top. Strength and technique are everything as you stretch your body in a dramatic attempt to clear that near impossible horizontal bar.
IBM PC
VELODROME SPRINT CYCLING – A tough physical and psychological battle in which the ability to outwit your opponent and the strength to beat him to the finish line are required in almost equal measure.
Available now for:
CBM64/128 • IBM PC & Compatibles
Available soon for:
Amiga • Amstrad CPC • Atari ST • Spectrum 48K, +2, +3


crazy
CARS II


SCORE BONUS

TRILLION ■ BYTE ■ TRIPS

Don't call it **fiction**, call it **future truth**. 21st-century data pirates, gargoyles, brain police and leprechauns meet up in this month's SF book reviews. Stuart Wynne tries to make sense of it all.



Publishing house Legend is going into warp drive to become number one in hardback SF publishing – and one of their first weapons is Bruce Sterling's highly ambitious *Islands In The Net* (£5.95 paperback, £11.95 hardback, 448pp). Set in 2030, *Islands* details a world where the world is virtually rid of nuclear weapons and pollution. Utopia? Hardly – there are still more than enough conventional weapons lying around for terrorists to get hold of.

But this time the terrorists claim to be working for world peace, and their targets are countries which harbour data pirates – software thieves and hackers. These include ultraright-wing Singapore, and Marxist Grenada.

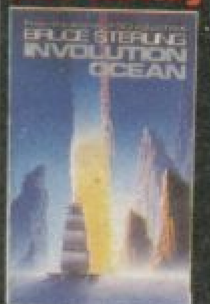
Meanwhile, the Rizome Corporation and employee Laura Webster are also trying to bring these countries into line, but without bloodshed. In 2030, it's corporations that make the decisions, not national governments.

Laura's quest to bring peace to the explosive situation is excitingly portrayed, and occasionally one is even reminded of *The Spy Who Loved Me*. But at the same time her travels through America, Grenada and Singapore show us how very different the future will be, according to the society you live in.

Sterling is never crass enough to lecture on these things, preferring to let his characters speak for themselves, which is how it should be.

The plot certainly keeps you reading, and there are some finely-drawn minor characters. Laura Webster herself is something of a disappointment, being a stereotypical, *Guardian*-type concerned young mother. Still, this is a thought-provoking novel with plenty of action too.

Hot turkey



Islands In The Net is probably good enough to finally make Bruce Sterling a big name commercially.

He's always been well-reviewed, but so far Sterling, one of the original Turkey City cyberpunks, has lacked the success of William Gibson, but he's always been well-reviewed.

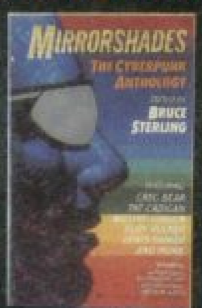
His very first novel – *Involution Ocean* – carried an ecstatic introduction by leading author Harlan Ellison, and it's well worth a look.

Involution Ocean, recently rereleased by Legend (£2.50 paperback, 175pp) takes place in the far future on a desolate world with a massive dust ocean complete with dustwhales. These animals yield a potent drug called Flare which, when outlawed, attracts John Newhouse to a job on a whaling ship.

While the whaler's captain follows a *Moby Dick*-like quest, Newhouse falls in love with the winged alien woman Dalusa, whose body breaks out in agonizing blisters at the slightest human touch.

Involution Ocean has some interesting things to say about love, addiction and obsession. Indeed, its elegant simplicity in some ways reads better than later Sterling novels such as *Schismatrix* (TGM**010**) and *The Artificial Kid*.

Funny future



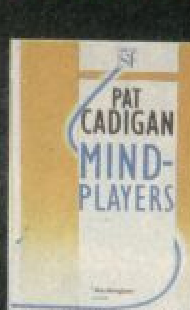
Both those Sterling books are out of print, but can occasionally be obtained from specialist SF shops like the Forbidden Planet chain. Forbidden Planet recently also had *Mirrorshades: The Cyberpunk Anthology*, a collection of short stories edited by Sterling (published in the US by Ace, about £3 paperback here).

It includes the inevitable Gibson short stories, and some other good but straightforward cyberpunk fiction – but the collection is chiefly memorable for its humour. For example, *Mozart In Mirrorshades* by Sterling and Lewis Shiner is a hilarious sketch of futuristic capitalists, venturing into the past of an alternative time stream to loot the Earth for all it has.

The time they pick is just before the French Revolution, with American founding father Thomas Jefferson, Marie Antoinette and Wolfgang Amadeus Mozart as supporting characters. In part an obvious satire of big business's attitudes to the Third World, it also has implications of how we're all bought off with trinkets like stereos and such like.

Even more funny is Greg Bear's metaphysical tale *Petra*. Here the laws of physics break down – and dreams often become dangerously real. Set in a cathedral with the offspring of a gargoyle and a nun as the main character, and Jesus in a minor role, it's brilliant.

She's bad, she's . . .

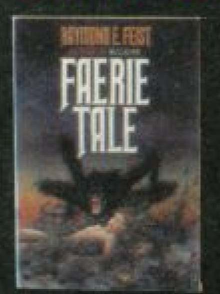


Yet another book carrying the cyberpunk label is Pat Cadigan's *Mindplayers* (£10.95 hardback, Gollancz, 276pp). This opens with Alexandra V Higgs peacefully abiding in her apartment when the anarchic Jerry Wirerammer turns up with a madcap – a helmet which induces mental instability in the wearer.

Unfortunately Alexandra doesn't have a madcap licence, and she's soon picked up by the Brain Police – who find her brain so intriguing that they sign her up.

Cadigan writes well, and has some nice one-liners like 'getting a taste of your own medicine isn't medicine'. But the book lacks compelling plot and characters, and Alexandra's weird dreamscape adventures fail to excite.

Small ain't nice



Finally there's Raymond E Feist's *Faerie Tale* (£6.95 paperback, Grafton, 394pp). Feist is best known for his *Riftwar Saga* trilogy, but in *Faerie Tale* he takes an abrupt change of direction into Stephen King territory.

The story's central characters come from the familiar, King/Steven Spielberg-style idealised American family. And the threat to them comes from the 'little people', or faeries.

Despite the inevitable scientific experts, Feist offers no pseudoscience explanation for these faeries – and when a leprechaun appears in full regalia, credibility is rather strained.

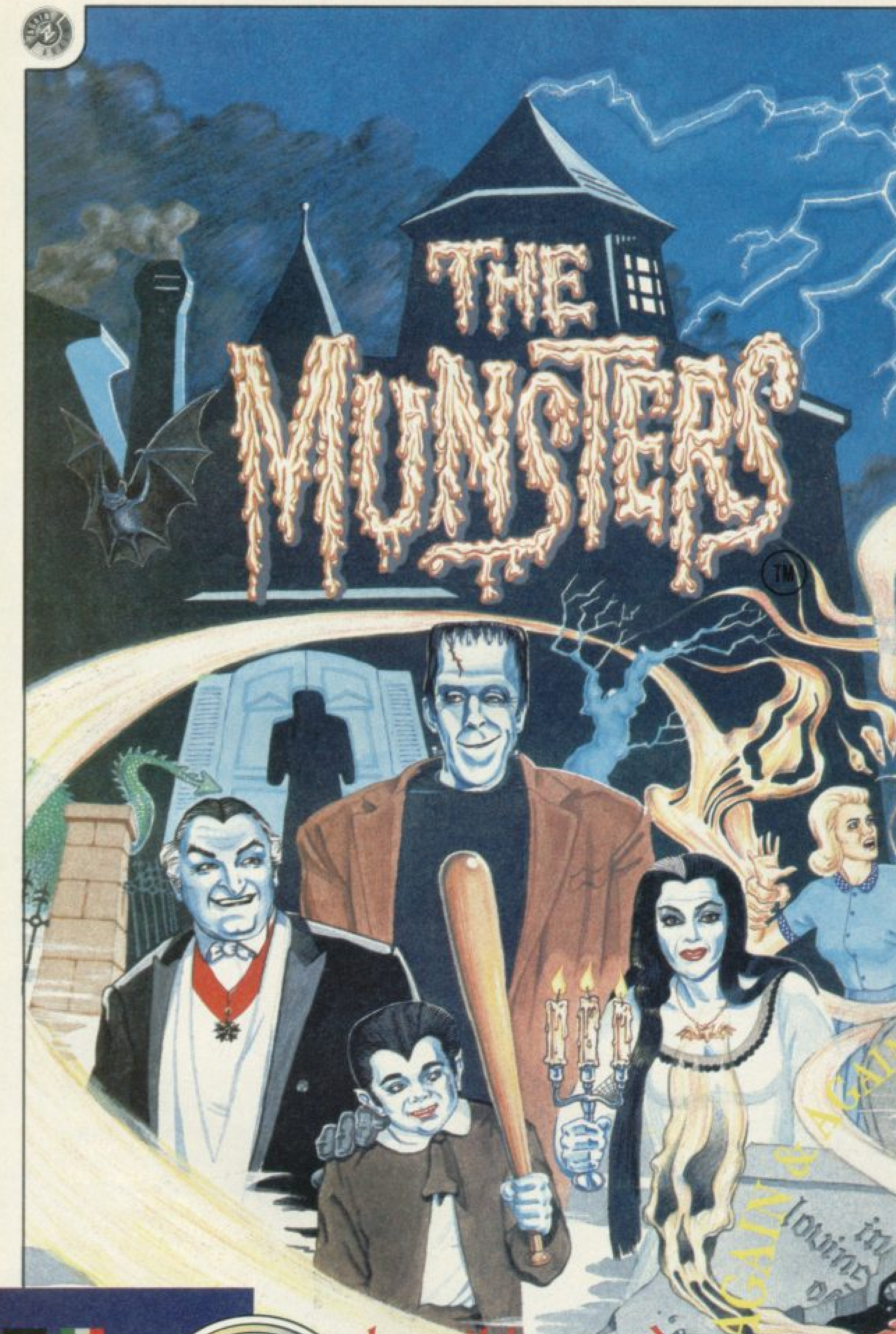
Nevertheless, the exciting plot makes it easy to suspend disbelief, and this is recommended entertainment for long train trips – even trillion-byte ones.

ERROR ■ MESSAGE

TGM**011**'s column heavily praised David Shepard's *Life During Wartime*. Unfortunately there's no such book. Instead I'd like to recommend *Life During Wartime* by Lucius Shepard (£10.95 hardback, Grafton Books) – it's just as good, if not better.

"One (ancient) game was called Missile Command… (it) always won – annihilating all life… Children had once played this game. It was utterly morbid."
■ Islands In The Net

"Marie Antoinette sprawled across the bed's expanse of pink satin… leafing through an issue of Vogue… 'I want the leather bikini,' she said."
■ Mirrorshades



From the depths of the darkside, 1313 Mockingbird Ave has been invaded by Ghouls, Zombies, Vampires, Ghosts . . .



Makes your blood run cold doesn't it? Because the munsters are such nice guys Old Nick has decided to teach them a lesson in "ghoulology" and bring them back to the underworld. To this end they have



kidnapped Marilyn – the swines! Herman, Eddie, Grandpa and Lily need your help rescue but, can you handle it? The Munsters The Game, based on the television series. This is a multi role all action arcade



game, with superb graphics and gameplay ENJOY IT NOW!

ORDER FORM

Please fill in your name & address details along with the game format you require.

NAME . . . .

ADDRESSS . . . .

FORMAT

It's time for Munsters. The first exciting release from AGAIN AGAIN. This haunting game will be available on ATARI ST (£19.99), AMIGA (£19.99), SPECTRUM (£9.99), C64 (£9.99), AMSTRAD (£9.99), MSX (£9.99), AMSTRAD DISC (£14.99), and C64 DISC (£14.99).
You can order direct by sending the order form along with a cheque or postal order made payable to:
TIGER DEVELOPMENTS (ENT.) LTD. to the address below. All orders will be despatched on day of release.
Alternative Software, Units 3-7 Baileygate Industrial Estate, Pontefract, West Yorkshire WF8 2LN
Tel: (0977) 795544 Telex: 557994 RR DIST G Fax: (0977) 790243



YOU CAN'T WIN

(Even if you get a free Amiga or one of 20 games!)

LIFE IS HARD, and all you need now is Loriciels coming along to make it harder.

Just when you've mastered the latest impossible mission . . . *just* when you thought you knew everything there is to know about 8-bit computers . . . **Loriciels** have to pop up offering an **Amiga A500** and 20 tough-to-win **games**.

What's worse, they're making it incredibly easy to pick up these prizes . . . all you have to do is figure out the *Albedo* questions below, fill in the form (or a photocopy), and send it to TGM by December 15.

And as if that isn't enough, nearly all the answers can be found in this month's review of *Albedo* on the Amiga and ST!

The first correct entry picked out of the Amiga box on December 15 will receive a state-of-the-art Amiga A500, ready to use. The next 20 will receive a Loriciels hit – either 16-bit *Albedo* or 8-bit *Eddie Edwards Super Ski* (your choice, so don't forget to tick it on the form).

As usual, the decision of TGM's judges is final in all respects and the rules printed on the contents page apply.

WARNING: If you want a safe, unchallenging computer life, we strongly recommend that you do *not* enter this competition.

QUESTIONS (write answers on form)

1 Which character designed the trials in *Albedo*?

2 Where on the planetoid Albedo do the trials take place?

3 How many single-player games are there in *Albedo*?

4 And how many two-player games?

5 Amiga and ST versions are already out . . . but on what other 16-bit format will *Albedo* soon appear?

6 In which country is Loriciels headquarters?

Just send this completed form (or a photocopy) to:
THE SICKENINGLY EASY ALBEDO COMP, TGM, *PO Box 10, Ludlow, Shropshire SY8 1DB* to arrive by **December 15.**

The answers are:

1 ....
2 ....
3 ....
4 ....
5 ....
6 ....

Name ....
Address ....
....
.... **Postcode** ....

If I win a runner-up prize, I would like (tick one of the following):

Albedo on Amiga ☐ or ST ☐ or PC ☐

Eddie Edwards Super Ski on Amstrad CPC ☐ or Commodore 64 ☐ or Spectrum ☐. I would prefer (tick one): tape ☐ or disk ☐.

And now a couple of questions to help Loriciels plan future releases:

Will you buy a new computer in the next six months? Tick one: YES ☐ or NO ☐

If so, what make? ....

THE AMAZING AMIGA . . .

COMMODORE AMIGA 500





Pack Includes:
A500 CPU, Mouse, P.S.U., T.V. Modulator, Very First Tutorial, Workbench 1·3, Basic, Extras and Manuals.

PLUS POSTRONIX BONUS PACK

WORTH OVER £250 which includes 10 Blank Disks, Disk Storage Box, 10 Excellent Games, Mouse Mat, Mouse Bracket (Mouse Holder) Deluxe Paint.

£399.00 + £5.00 post and packing

AMIGA 500/ DISK DRIVE

Instruction Manuals, Extra Disk, Workbench 1·3, The Very First Tutorial, T.V. Modulator, Photon Paint, Mouse **PLUS** additional Amiga Compatible Disk Drive and 10 Blank Disks.

£449.00 + £5.00 post and packing.

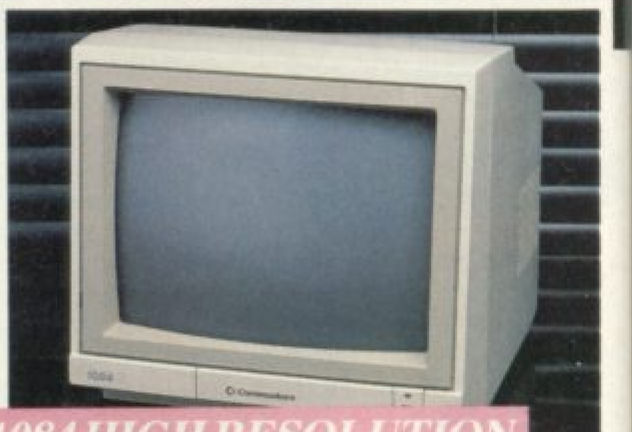
AMIGA 500 + 1084S STEREO/ COLOUR MONITOR

(including the Amiga 500 deal) **£649.00**
+ £10.00 post and packing

MPS 1500C



MPS 1200P



1084 HIGH RESOLUTION COLOUR MONITOR

1084S STEREO/COLOUR MONITOR

Compatible with PC, Amiga, C64c, C128

£259.00
+ £5.00 post and packing

AMIGA 1010 DISK DRIVE



MPS 1200P

£229.99
+ £5.00 post and packing

The Commodore MPS1200P printer presents the state of the art in dox matrix printers, with all the features of a printer that would cost much more. The MPS1200P is designed to be like three printers in one. It can act just like an Epson FX printer, or with the flip of a switch, it can act just like an IBM Graphics Printer with IBM Group II-I character set (Danish/Norwegian character set) support. It can also print all the characters available with the Amiga in the Amiga configuration. The MPS1200P is capable of all the printing functions you would expect, as well as some additional features you may not expect.

MPS 1500C COLOUR PRINTER

£199.99
+ £5.00 post and packing

A. TECHNICAL CHARACTERISTICS

PRINTING TECHNIQUE	Impact dot matrix (9-needle print head).
DRAFT MODE	– matrix: 9 vertical dots x (5 + 4) horizontal dots; – print speed: 120 char/s, at 10/char in
TABULATION SPEED	2 char/s
PRINTING DIRECTION	bi-directional, with optimised head movement
PRINT PITHES	10 char/in to 24/char/in programmable from line, and in SET-UP mode
LINE FEED	– 1/6in (4.23 mm), 1/8 (3.17 mm) and 7/72 in (2.4 mm); – n/216 in and n/72 in.
CHARACTER SET	ASCII characters and special characters.
MAX. PRINT LINE LENGTH	40 top 192 characters, according to print pitch selected.

AMIGA 1010 DISK DRIVE

Amiga 3.5" external drive. Capacity 880K

PLUS FREE DISK STORAGE BOX & 10 BLANK DISKS

£149.99
+ £5.00 post and packing

A501 RAM PACK

512K for the Amiga

£149.99
+ £5.00 post and packing

.... AND MORE BESIDES!



COMMODORE OLYMPIC PACK

THIS TOPICAL GAMES COMPENDIUM OFFERS A TRUE SPORTING CHALLENGE

Pack contains: C64c Computer 1530 Datasette, Quickshot Joystick, Matchpoint (Tennis), Snooker, World Championship Boxing, Daley Thompsons Supertest, Hypersports, Basketball, Matchday II, Daley Thompsons Decathlon, Basket Master, Track and Field.

PLUS POSTRONIX BONUS PACK OF £100 OF FREE SOFTWARE

£149.99
+ £5.00 post and packing



COMMODORE FAMILY ENTERTAINMENT

AN EXCELLENT PACK PROVIDING HOURS OF ENTERTAINMENT FOR ALL THE FAMILY

Pack includes: C64c Computer 1530 Data Cassette, Quickshot II Joystick, Personal Hi-Fi, Commodore Juke Box Audio Tape (10 Hits), Yamaha SHS10 FM Digital Keyboard with Midi, Ghostbuster, Rollaround, Tau Ceti, Agent X11, Surprise Game.

Plus: POSTRONIX BONUS PACK OF £100 OF FREE SOFTWARE

ONLY £199.99
+ £5.00 post and packing



1541 DISK DRVE PACK

1541 II DISK DRIVE PACK

Pack includes:
1541 II Disk Drive, 10 Excellent Disk Games, 20 Blank Disks, 5¼" Diskette Storage Pox. AND GEOS!

£169.99
+ £5.00 post and packing

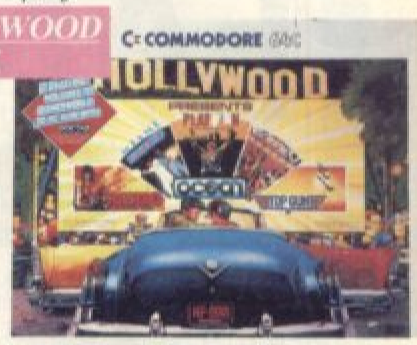
THE HOLLYWOOD PACK

A GREAT DOUBLE THEME PACK OFFERING THE BEST OF HOLLYWOOD, PLUS A COMPENDIUM OF T.V. GAME SHOWS

Pack includes: C64c 1530 Data Cassette, Quickshot II Joystick, The Great Escape, Miami Vice, Platoon, Rambo, Top Gun, Every Second Counts, Blockbusters, Bullseye, Trivial Pursuit, Krypton Factor.

Plus: POSTRONIX BONUS PACK OF £100 OF FREE SOFTWARE

ONLY £149.99
+ £5.00 post and packing





ICONTROLLER

ICONTROLLER

Icontroller is semi permanently mounted on your computer console. Icontroller leaves hands on the keyboard while executing Icon commands with your fingertips.

£15.99



COMMODORE ADD-ONS

A) 1750 RAM EXPANSION MODULE FOR CBM 128
Simply plug it into the expansion port on your CBM 128 and 512K Bytes of additional Ram are available.

B) 1351 COMMODORE MOUSE
The Commodre 1351 Mouse is controller designed for use wth the CBM 64/128.

C) 1764 RAM EXPANSION MODULE FOR COMMODORE 64
How do you get a total of 320K Ram on your 64, just plug in the 1764 Module.

A £149.99 B £19.99 C £99.99
All prices + £5.00 post and packing.

SEIKOSHA PRINTER



SEIKOSHA PRINTER

Compatible with most makes of Commodore computers. Features variety of fonts including graphics and near letter quality, reverse printing, italics, tractor feed and paper seperator. Comes complete with serial cable.

£159.00
+ £5.00 post and packing



STARFIGHTER

Compatible with Sinclair Spectrum. Commodore. Atari Computers. Atari 2600 Video Games Systems.

£14.95



CHEETAH 125+

Compatible with Spectrum. Commodore. Atari 2600 Video System. Atari. Amstrad PC. Amstrad.

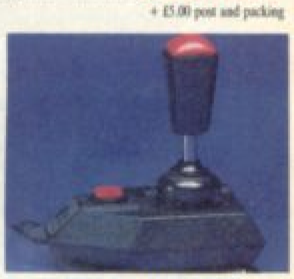
£8.95



SLIK STIK JOYSTICK CONTROLLER

Compatible with Atari Computers. Atari Games System. Commodore.

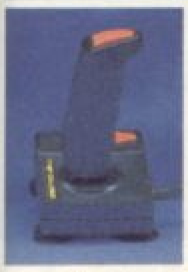
£6.99



RAM DELTA DELUXE MICROSWITCH JOYSTICK

Compatible with Atari computers and Video Games Machines. Amstrad PCW (with adaptor). Spectrum (with adaptor). Commodore.

£9.99



CHALLENGER DELUXE

Compatible with Spectrum (with optional interface). Commodore. Atari 2600 Video System. Atari Computers. Amstrad computers.

£4.99



TAC 5 CONTROLLER JOYSTICK

Compatible with Atari. Commodore.

£13.99

COMPETITION PRO 5000

Compatible with Commodore 64 and Vic 20. Sinclair ZX Spectrum (interface required).

£14.95





TAC 2 CONTROLLER JOYSTICK

Compatible with Commodore 64 and Vic 20. Atari Computers. Atari Game Systems.

£10.99



MICRO HANDLER MULTI FUNCTION JOYSTICK

Compatible with Commodore. Commodore C16/+4 (adaptor required). Atari.

£24.95



MASTER SYSTEM PLUS
Interactive Video Entertainment System, Light Phaser, Hang On and Safari Hunt.

£99.95

LIGHT PHASER
Place the power of light in your hands. Take careful aim and blast the screen.
FREE WITH THE LIGHT PHASER:
Marksman Shooting and Trap Shooting. Both skill testing games.

£44.95

Also available **SEGA SUPER SYSTEM:** Console, Light Phaser, 3D Glasses, Missile Defence.

£129.95

MARKSMAN SHOOTING/TRAP SHOOTING
Try your hand at 2 different shooting styles, FBI firing range and Clay Pigeons. Free with the Light Phaser.

CONTROL STICK
Advanced control stick for the more advanced games player. Compatible with Commodore, Atari.

£14.95

3D GLASSES
Now you can play video games like you have never played them before. With more realism, more force, more innovative involvement than you ever thought possible.

£39.95

To all sega Hardware add £5.00 post and packing.

LARGE STOCKS OF SOFTWARE & ACCESSORIES FOR ALL 16 BIT, 8 BIT COMPUTERS – ALSO ALL MAJOR GAME CONSOLES – PHONE (0604) 791771 NOW WITH YOUR REQUIREMENTS.

postronix

TITLE (TICK) MR. MRS. MISS — INITIALS — SURNAME

ADDRESS

SEND YOUR ORDER TO:
POSTRONIX
NENE ENTERPRISE CENTRE
FREEHOLD STREET
NORTHAMPTON NN2 6EW

OR PHONE 0604 791771
24 HOUR ORDER SERVICE

ALL SOFTWARE ITEMS ARE INCLUSIVE OF P/P. ALL HARDWARE ITEMS ARE £5.00. FOR NEXT DAY DELIVERY £10.00 P/P (CREDIT CARD & CASH ORDERS ONLY)

CUSTOMER NO (IF KNOWN) — POST CODE

AC/DBNOV

CATALOGUE ITEM NO.	DESCRIPTION	ITEM PRICE	QTY	TOTAL PRICE

IF YOU REQUIRE A FREE CATALOGUE PLEASE TICK ☐

PLEASE DEBIT MY CREDIT CARD

SIGNATURE — DATE

(CARD HOLDERS PLEASE STATE EXPIRY DATE)

OR ENCLOSE CHEQUE/POSTAL ORDER FOR £ CHEQUE PAYABLE TO POSTRONIX

SEE NOTE — TOTAL GOODS — POSTAGE & PACKING — GRAND TOTAL

OFFER APPLIES TO U.K. ONLY. OVERSEAS ORDERS CHARGED AT OVERSEAS RATE.

MAGGIE'S RUBBER FANTASIES



What do Domark, latex rubber, **computer-controlled** pneumatics, Maggie Thatcher and the 1988 PC Show have in common? TGM finds a surprising answer.



Earls Court, London, September 16-18: deep in the mass of coin-ops, posters, hot dogs and shell-shocked businessmen lay the Domark stand. Deep in the Domark stand lay a red double-decker bus. Everybody behaved as though having a double-decker bus with parasols on top in the middle of the PC Show was perfectly normal behaviour.

But that's because everyone on the stand was watching a certain cigar-smoking Prime Minister, garbed in three-piece suit and throwing insults at all and sundry.

No, not the real Maggie, but one of the many rubberised caricatures of *Spitting Image*, the cruel and satirical ITV show that we love to insult the rich and famous. The Mrs Thatcher puppet was promoting Domark's official computer game of the TV series, due for release on all major formats this Christmas (as announced in TGM**010**).

The impressively-animated PM was hired by Domark from Spitting Image Productions, who allow their puppets to be used for exhibitions and other more or less worthy causes.

A unique computer controls the actions of the mechanised puppets, with a pneumatic system moving the limbs and features – a system which will soon benefit the disabled if designer Jim Hennequin has any say in the matter.

And when this pneumatic muscle system was conceived, it required a whole new computer to control it – because no existing machine could do the job.

"The puppet required a whole new computer"

Hennequin and Steve Rutherford spent three years on the computer, including 12 months of actual construction, before Maggie and her rubber friends could come to life.

Heart of a machine

The computer can run for up to 88 minutes, reading commands from EPROM (Erasable Programmable Read-Only Memory – a chip that can be rewritten using high voltages but is otherwise safe from being erased).

There is no monitor or keyboard – instead, the puppet is controlled by on/off switches and potentiometers (joystick-like devices) to make it easy for noncomputer users.

There's no standard processor, but a 386 clock chip keeps commands flowing from memory 24 times a second, across 50 analogue and 24 digital control channels orchestrated by a sync track.

One channel is assigned to each movement, with some figures using as many as 50. Maggie's eyes alone require six channels, while the mouth channel is synchronised to a voice track on tape cartridge.

A compressor forces air into the pneumatic system, which uses a specially-designed combined electronic pneumatic valve developed in Switzerland. The valves work silently, so they don't intrude on the puppet's voice track.

Muscle power

Though it was designed to control puppets, the computer can also control hydraulic test rigs, lighting, stepper motors, and – most importantly – mechanical arms for the disabled.

It's most helpful for quadriplegics: that is, people who can use neither their arms nor their legs. A prototype, still fairly crude, is already being used by a girl in north London – she can control an arm using her finger and thumb to move potentiometers.

Later versions for the disabled will use piezoelectric film. This pressure-sensitive material will be formed into a panel which can be strapped around the neck, reacting to muscle movement and translating it via the computer into mechanical arm actions.

The system may also be used for physiotherapy. Pneumatic muscles attached to a patient's limb would remember how a physiotherapist moves it, and then be able to repeat the moves without human help – saving time and money.

Mrs Thatcher's heart may be a cold mechanical one, but it has its uses.

24 HOUR COMPUTER REPAIRS and SPARES

SINCLAIR QUALITY APPROVED REPAIR CENTRE

AMSTRAD · SINCLAIR · AMSTRAD APPROVED REPAIR CENTRE · SEAL OF QUALITY

HOW TO GET YOUR 48K SPECTRUM REPAIRED FOR ONLY £19.95



BEST SERVICE – BEST PRICES!

ARE YOU ANOTHER CUSTOMER – fed up waiting weeks for your estimate?

Need your computer repaired fast? Then send it now to the VideoVault 24hr Repair Service. We are able to repair your 48K Spectrum using all the latest in test equipment for only 19.95. We can also supply you with power supplies & membranes.

We will repair your computer while you wait and help you with any of your technical problems. Commodore computers repaired for only **£35.00.** Please note we give you a 100% **low fixed price of £19.95** which includes return post and packing, VAT, not a between price like some other Repair Companies offer. We don't ask you to send a cheque in for the maximum amount and **shock you** with repair bills **£30** upwards. Don't forget we are Amstrad approved for quality and speed, don't risk your computer to any other unauthorised repair centre. We don't just repair the fault and send your computer back, we give your computer a free overhaul.

TEN ★ REPAIR SERVICE

- While you wait repairs **£22.50** 48K Spectrum. **£25.00** Spectrum+2
- All computers fully overhauled and fully tested before return.
- Fully insured for the return journey.
- Fixed low price of 19.95 including post, packing, parts, labour. Spectrum+2 repairs only **£25.00** fully inclusive.
- Discounts for schools and colleges.
- Six top games worth **£39.00** free with every Spectrum repair. Now includes FREE memory/keyboard test.
- We also repair Commodore 64's, VIC 20, Commodore 16+4, Spectrum+2 and +3.
- The most up to date test equipment developed by us to locate faults within your computer.
- Rubber keyboard repair (replacement membrane only). Just **£10.00** including p+p.
- 3 month written guarantee on all repairs.

FREE OVERHAUL WITH EVERY REPAIR WE DO:-

We correct colour, sound, keyboard, check the loading and saving chip, even put new feet on the base if required. Check for full memory, check all sockets including ear/mike and **replace where needed.** All for an **inclusive price of £19.95 which includes VAT, parts & labour, return post, packing & insurance. No hidden extras whatsoever.**

(should a computer be classed as unrepairable due to tampering we may be able to offer a replacement circuit board at additional charge.)

URGENT NOTICE Don't be misled by adverts showing 'between prices.' A recent complaint against a Manchester repair firm, Mancomp, was upheld by the Advertising Standards Authority on two counts, "It had stated BBC repairs between £14 and £45 then charged the customer £85." Their guarantee policy was misleading as it did not make clear that all repairs were not covered.

VideoVault Ltd.

Old Kingsmoor School, Railway Street, Hadfield, Hyde, Cheshire SK14 8AA
Tel: 04574 66555/67761/69499 Main Office, enquiries and orders only.

Manchester telephone 061-236 0376 While you wait centre only.
We regret the Manchester Branch cannot take mail orders,
please use main branch number



THE VIDEOVAULT COMPUTER COMPANION

EDITION NOW HOT OFF THE PRESS

New bigger catalogue now available containing over 2,500 items including software for all computers, joysticks, spare parts, business software, books, plus many more. Just send 3×18p stamps for your free copy. Over 20 pages full of top quality products delivered to your door by return post.

6 GREAT FREE GAMES PLUS BONUS FREE TESTER ON EACH TAPE TO TEST YOUR KEYBOARD, MEMORY TEST £39.00 YOURS FREE WITH EVERY SPECTRUM REPAIR

 FAX No. 04574 68946

WORLDWIDE ·SOFTWARE·

WORLDWIDE SOFTWARE
1 Bridge Street
Galashiels
TD1 1SW

WORLDWIDE SOFTWARE
49 Stoney Street
Nottingham
NG1 1LX

LOW PRICES — *FAST DELIVERY*

Commodore Amiga Software

4 × 4 off Road Racing	17.95
Action Service	13.25
Adv Dungeons & Dragons	17.95
Afterburner	16.45
Alien Syndrome	13.25
Barbarian II	13.25
Bards Tale II	18.95
Batman	16.45
Black Tiger	16.45
Blazing Barrels	19.99
Bomb Jack	16.45
Bubble Ghost	13.25
Buggy Boy	16.45
Butcher Hill	14.35
California Games	17.95
Captain Blood	16.45
Carrier Command	16.45
Combat School	16.45
Corruption	16.45
Daley Thompson Olympic	16.45
Dragon Ninja	16.45
Driller	16.45
Dungeon Master	16.45
Echelon	17.95
Eliminator	14.35
Espionage	13.25
F.O.F.T.	24.95
Fernandez Must Die	13.25
Fish	16.45
Flight Simulator II	31.95
Fusion	18.95
Gary Lineker Hot Shot	14.35
Green Beret	16.45
Guerilla War	16.45
Highway Hawks	13.25
Hostages	16.45
Ikari Warriors	16.45
Interceptor	18.95
International Soccer	13.25
Jet	28.95
Lancelot	13.25
L'board Coll Birdie	17.95
Legend of the Sword	16.45
Leisuresuit Larry (Adults Only)	13.25
Live & Let Die	16.45
Mortville Manor	16.45
Motorbike Madness	11.20
Motor Massacre	14.35
Night Raider	14.35
Outrun	17.95

Aatari St Software

4 × 4 off Road Racing	14.35
A.T.F.	13.25
Action Service	13.25
Afterburner	16.45
Adv Dungeons & Dragons	17.95
Artura	14.35
Batman	13.25
Black Tiger	14.35
Blazing Barrels	14.35
Butcher Hill	14.35
California Games	14.35
Carrier Command	16.45
Chrono Quest	21.95
D. Thompson Olympic Chall.	13.25
Dragon Ninja	13.25
Dungeon Master	16.45
Elite	13.25
Espionage	13.25
F.O.F.T.	24.95
Guerilla War	13.25

Atari St Software

Eliminator	14.35
Empire	18.95
F16 Combat Pilot	13.25
Fish	16.45
Gary Lineker Hot Shot	14.35
Hostages	16.45
Internat Karate +	13.25
Kennedy Approach	16.45
L'Board Coll Birdie	14.35
Legend of the Sword	16.45
Live & Let Die	16.45
Menace	13.25
Mortville Manor	16.45
Motor Massacre	14.35
Navcom 6	16.45
Operation Wolf	13.25
Outrun	14.35
Powerdrome	17.95
Pro Soccer Simulator	13.25
R-Type	19.95

Atari St Software

Pacmania	13.25
Rambo III	13.25
Robocop	13.25
S.D.I.	21.95
Sinbad & Throne Falcons	16.45
Skychase	13.25
Space Harrier	13.25
Starglider II	16.45
Star Ray	13.25
Techno Cop	14.35
Time & Magik	13.25
Ultimate Golf	14.35
Verminator	16.45
Victory Road	13.25
Virus	13.25
WEC Le Mans	13.25
Where Time Stood Still	13.25
Zynaps	14.35

FAST DELIVERY ON ALL STOCK ITEMS BY 1ST CLASS MAIL IN U.K.. SPECIAL OVERSEAS SERVICE BY AIR MAIL WORLDWIDE. CREDIT CARD ORDERS ACCEPTED BY PHONE OR MAIL. CREDIT CARD ORDER TELEPHONE LINES. North, Scotland, N. Ireland overseas 0896 57004 (24 hours) South, Midlands, Wales 0602 480779 (24 hours)

C64/128

C64/128	cass	disk
Adv Dung & Drags	7.99	11.99
Afterburner	9.75	11.20
Armalyte	6.99	9.45
Artura	7.99	11.99
Bards Tale II		14.99
Batman	6.99	10.50
Black Tiger	7.99	11.99
Butcher Hill	7.99	11.99
By Fair Means Or Foul	6.99	9.00
Cybernoid II	7.99	11.99
Daley Thompson Olymp	6.99	9.45
Dragon Ninja	6.99	10.50
Echelon	9.99	11.99
Emlyn Hughes Int Soc	6.99	10.50
Flight Ace	11.99	14.50
G. I. Hero	6.99	9.45
Game Set & Match II	9.75	13.50
G. Linekers Hot Shot	7.99	11.99
Guerilla War	7.25	11.20

C64/128	cass	disk
Giants Compilation	11.99	14.99
Hawkeye	6.99	9.45
Intensity	6.99	9.75
Karate Ace	9.99	11.99
Konami Arcade Collection	6.99	13.50
Last Ninja 2	9.75	11.20
L'Board Coll 4	11.99	14.50
Live & Let Die	7.25	11.20
Motor Massacre	7.99	11.99
Navcom 6	6.99	9.45
Ocean Compilation	6.99	10.50
Operation Wolf	6.99	10.50
Pacmania	6.99	10.50
Pro Soccer Sim.	6.99	10.50
R-Type	7.25	11.20
Rambo III	6.99	10.50
Red Strom Rising	10.50	14.95
Robocop	6.99	10.50
Roy of Rovers	7.99	11.99

C64/128	cass	disk
Savage	6.99	10.50
Space Ace	11.99	14.50
Sports World 88	9.99	11.99
Star Ray		10.50
Supersports	7.99	11.99
Supreme Challenge	9.45	12.95
Taito Coin Op Hits	9.45	13.50
Techno Cop	7.99	11.99
Ten Mega Games	9.99	11.99
The President is Missing		9.75
Thunder Blade	7.99	11.99
Tiger Road	7.99	11.99
Times of Lore	7.25	9.75
Track Suit Manager	6.99	
Ultima V		19.95
Ultimate Golf	7.99	11.99
Untouchables	6.99	10.50
Victory Road	6.55	9.75
WEC Le Mans	6.99	10.50

Commodore Amiga Software

Double Dragon	16.45
Manimax	13.25
Navcom 6	16.45
Operation Wolf	16.45
Pacmania	13.25
Platoon	16.45
Powerdrome	17.95
Pro Soccer Simulaotr	13.25
Rambo III	16.45
Robbeary	13.25
Rocket Ranger	21.95
Skychase	13.25
Space Harrier	16.45
Starglider II	16.45
Star Ray	16.45
Techno Cop	14.35
Thunderblade	17.95
Tiger Road	14.35
Time & Magik	13.25
Ultima V	21.95
Ultimate Golf	14.35
Universal Military Simulator	16.45
Verminator	16.45
Victory Road	16.45
Virus	13.25
WEC Le Mans	16.45
World Tour Golf	18.95
Zoom	13.25
Zynaps	14.35

Joysticks

Cheetah 125 Plus	6.95
Cheetah Mach 1 Plus	12.95
Competition Pro 5000	12.95
Comp. Pro 5000 Clear	13.95
Comp. Pro 5000 Extra	14.95
Speedking	10.99
Speedking + Autofire	11.99
Ram Delta	7.99
Cruiser	7.99

Peripherals

Azimuth C64 tape head align kit	8.99
5.25" disk box (holds 100 disk)	9.95
C64 dust cover	4.95
C64 disk drive cover	4.50
Reset switch	6.99
C2N Database unit	28.95

Blank Disks

3.5" DS/DD Disk (per ten)	9.95
5.25" DS Disk (per ten)	4.99

Please make cheqes or postal orders payable to WORLDWIDE SOFTWARE. All prices include postage & packing in UK.
Overseas please add £1.50 per cass/disk for AIR MAIL delivery. Credit card orders accepted by phone or mail.
Galashiels: (0896) 57004 (24 hours) Nottingham: (0602) 480779 (24 hours)
Advertised prices are for mail and telephone orders.



DON'T BELIEVE A WORD OF IT . . .

. . . unless you want a £250 sports voucher from Elite!

ON YOUR MARKS, get set, go . . . for a comp from **Elite**, producers of the new sports trivia smasher *A Question Of Sport*.

No, stop – those careless wimps at Elite have lost the prizes.

They were so worried that someone in the office would take a fancy to them that they hid them all in an old football – and believe it or not they managed to fit in 20 copies of the game *A Question Of Sport*, along with 20 board games, 20 *Question Of Sport* posters, 20 Elite mugs, 20 Elite T-shirts, 20 £10 sports vouchers and one **£250 sports voucher** for the top winner.

Okay, if you'll believe that you'll believe anything. But all you have to do to win the £250 voucher, or one of 20 packs of runner-up prizes, is suspend your disbelief and play spot the ball.

Balls-up

On the photo, you see a load of Elite executives trying to catch the prize where it lands. All you have to is guess where it is in the air – by looking at their eyes and their positions – mark the spot with a big E (for Elite, geddit?) and send the page or a photocopy to TGM.

Send your entries with your name and address and details of the computer(s) you own (so you get the right prize) to: **AN UNBELIEVABLE ELITE COMP, TGM,** ***PO Box 10, Ludlow, Shropshire SY8 1DB*** to arrive by **December 15**.

The first correct entry picked out of a goal wins top prize, and the next 20 win runner-up prize packs. The decision of TGM's judges is final in all respects, so respect 'em. Competition rules as printed on the contents page apply.

TOP PRIZE

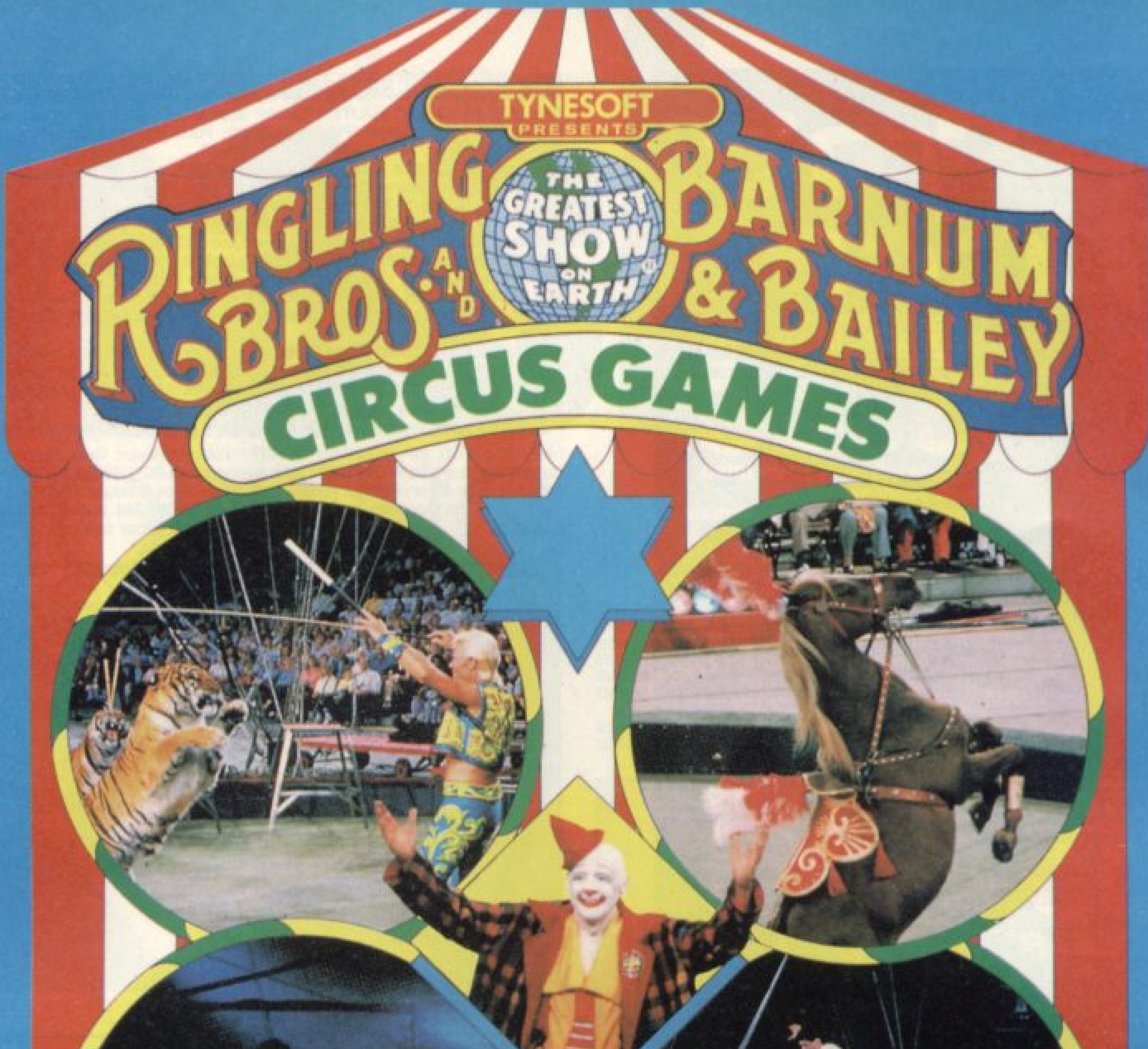
- A £250 voucher for sports gear

20 RUNNER- UP PRIZES

Runner-up prize packs each include:

- A £10 voucher for sports gear
- *A Question Of Sport* board game
- Elite's *A Question Of Sport* computer game (name your format)
- *A Question Of Sport* poster
- An Elite mug
- An Elite T-shirt













Step right up, see the main attraction. Tynesoft welcomes you to the greatest show on earth Ringling Bros and Barnum & Bailey combine to bring you Circus Games, capturing the thrills and excitement of the Big Top.

We challenge you to attempt the High Wire - do Flips, Cartwheels and Hand Stands then ride the Unicycle. Try your hand at Trick Horse Riding - Attempt the daring feats on horse back and warm to the applause of the crowd. For the real spirit of adventure Tiger Taming dares you to face the fierce Bengal Tigers. Make them stand on their podiums, walk throw an obstacle course and jump through flaming hoops. Your skill and judgement are vital when it comes to tackling the Trapeze - you may discover that you're a real high flyer. The Circus wouldn't be the Circus without clowns, and this is no exception. Laugh at their antics between events - it's what the Circus is all about.

ST / AMIGA / PC *£24.95* CBM 64 CASS *£9.95* DISK *£14.95*
AMSTRAD CASS *£9.95* DISK*£14.95* SPECTRUM CASS *£8.95*
DISK *£14.95* BBC/ELECTRON CASS *£9.95* DISK *£14.95*

Addison Industrial Estate,
Blaydon, Tyne & Wear NE21 4TE.
TEL: (091) 414 4611

The Pro's Choice

Competition PRO 5000



Arcade quality joystick fitted with super sensitive microswitches for the ultimate in joystick control.
Features include dual fire buttons for left or right hand operation; firm base pads for non-slip control and a robust steel shaft with rubber return for a smoother operation.

£14.95*

Competition PRO 5000 CLEAR



Arcade quality joystick with all features of the Competition Pro 5000 but with an exciting clear case.
SCORE LIKE A PRO!

£15.95

Competition PRO EXTRA



A brand new fully micro-switched arcade quality joystick. Features include RAPID FIRE; UNIQUE SLOW MOTION; dual fire buttons; firm base pads, for non-slip control and a robust steel shaft with rubber return for a smoother operation.

£16.49

The Competition Pro range of joysticks carry a two year guarantee.
The Competition Pro 5000 and Pro Extra are suitable for use with the following computers:
Amstrad/Schneider (certain models require an interface for Rapid Fire Slow Motion features) ; ZX Spectrum (when used with an interface); MSX computers; Atari ST; Commodore 64; VIC 20 and Amiga

DYNAMICS marketing Ltd

* Available from Boots, Argus and all good computer retailers.

NEW COIN STREET ROYTON OLDHAM OL2 6JZ ENGLAND
TELEPHONE: 061 626 7222 TELEX: 669705 COING

PHG PILGRIM HOUSE GROUP

KOBRAHSOFT SPECTRUM 48k/ 128k/ +2/ +3 UTILITIES

SP3 TAPE TO +3 DISC UTILITY:– Transfer tapes to +3 Disc. Many transfer examples Transfer PROTECTED progs; Handles Pulsing programs; FULL Manual; FREE Disassembler + Header Reader:– **£7.95**
D.I.C.E.:– Multi-function disc utility for the +3. Modify and read sectors, Back up discs; FULL Directory; Recover erased files; Lock out faulty files; Erase/Rename files; String search; Menu Driven; Easy to use:– **£12.95 on Disc.** *'An excellent package'* Crash Oct 88
IMBOS 2.0:– Gives 66 NEW Micro drive commands including MIRROR; FX Sound, TEXT SCROWL; and many more. Complete with 10 mins demo and ORGAN program:– **£12.95**
SW1 TAPE TO WAFA DRIVE UTILITY:– Transfer tapes to Wafadrive. Handles PROTECTED programs; Pulsing programs; FULL Manual; FREE Disassembler:– **£7.95**
SC5 ADVANCED TAPE UTILITY:– Backup the vast majority of your tapes. Handles Fast Loaders, LONG blocks (up to 80k by code compression); Pulsed programs; Multi blocks; 128k programs:– **£7.95**
KOBRAHSOFT SPECTRUM CODE COURSE:– FULL course from beginner to advanced level. Applies to ALL Spectrums. Suitable for everyone. Comes with FREE Disassembler:– **£20**
DB1 PLUS 3 DISC BACK UP UTILITY:– Make backups of +3 ordinary AND protected discs, either to Disc or to TAPE, easy to use:– **£12.95 (on disc)**

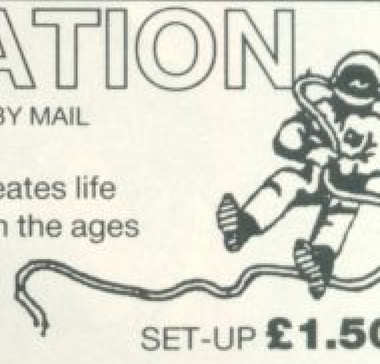
ALL UTILITIES COVERED BY OUR MONEY BACK GUARANTEE – BUY WITH CONFIDENCE!

Send cheque/P.O. to:– 'KOBRAHSOFT', DEPT TGM, 'Pleaseant View', Hulme Lane, Hulme, Nr Longton, Stoke-on-Trent, Staffs. ST3 5BH. (Overseas:– EUROPE add £1 P+P PER ITEM, others £2). Send SAE (9" × 5") or phone for detailed Catalogue – mark envelope 'ENQUIRY'.

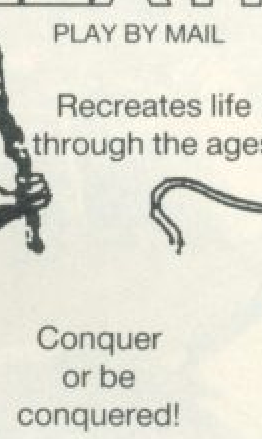
For more information telephone:– 078 130 5244. Access Welcome
Please phone above number (24 hour service)

CIVILZATION

PLAY BY MAIL



Recreates life through the ages



SET-UP **£1.50**

Conquer or be conquered!

P.H. Games
9 Addington Road
West Wickham
Kent
BR4 9BW

SOUTH EAST KENT SOFTWARE

COMPUTER SOFTWARE SALES – COMMODORE · AMSTRAD · SPECTRUM · ATARI · BBC

Dept G/M, PO Box 152, Orpington, Kent. ☎ 0689 50204

★ CHRISTMAS SPECIAL PRICES ★

All prices include postage and delivery UK. Overseas £2. Send for new release list for Commodore, Amstrad, Spectrum.

	Atari ST	Amiga	Joystick/Accessories	
Overlander	£13.95	£16.95	Speedking Autofire	£10.85
Live and Let Die	£13.95	£13.95	Pro 5000 Black	£12.85
Super Hang On	£13.95		Pro 5000 Clear	£12.95
Street Fighter	£13.95	£16.95	Pro 5000 Extra	£13.85
1943	£13.95		Quickshot 2 Turbo	£10.95
Night Raider	£13.95	£16.95	Cruiser Clear	£10.99
D. Thompson Challenge	£13.95	£16.95	Cheetah Mach 1	£10.99
Empire Strikes Back	£13.95	£13.95	Blank disks 5.25×10	£11.95
Thunder Blade	£TBA	£TBA	Disk Box holds 50×5.25	£7.99
Star Glider Two	£16.95	£16.95		

SEGA AND NINTENDO STOCKED – Send for list
Sega Console £70.00; Nintendo Deck £88.99; Nintendo Set £140.00

Payment by cheque/post order/COD fee £1. Payment payable to J. Ferguson

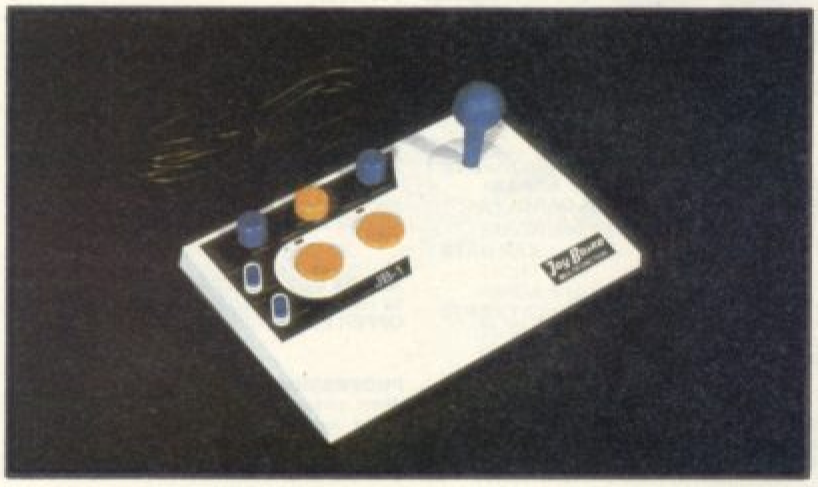
SOFTWARE *Cellar*

GAMES FOR HOME COMPUTERS
From Vic 20, ZX81 to Amiga and ST.
Joysticks, hardware, 1000's of games starting from 50p.

For details send SAE with requirements to

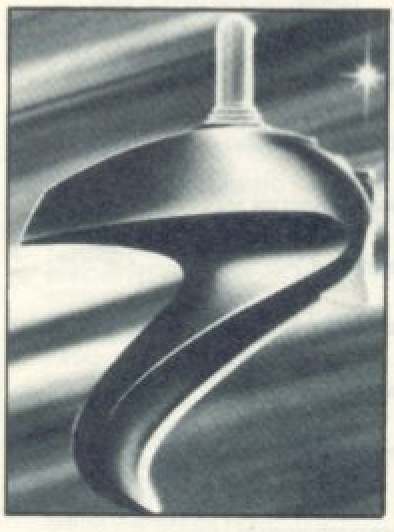
SOFTWARE CELLAR
1 Hightown Road, Luton, Beds
or phone 0582 400861/454009 eve
We also buy for immediate cash.
Tell your friends about us

The Games machine SHOPPING



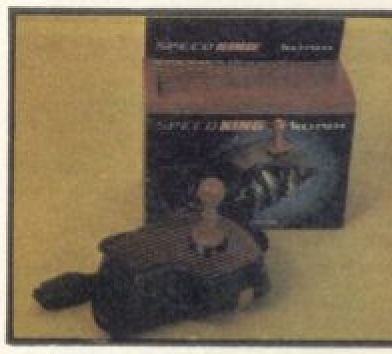
EUROMAX JOY BOARD
This super control console provides you with every possible firing and movement option. Directional control is switchable between microswitch-action joystick and two games paddles. Firing can be activated with two large fire buttons and Auto Fire features variable frequency setting. Two LED's indicate firing action. Suitable for VC20, C64, C128, C128D and Amiga 500.
EUROMAX JOY BOARD
OFFER 19.95, T248H

KONIX NAVIGATOR
Brand new ergonomically designed hand-held joystick with Fire button positioned directly beneath the trigger finger for super-fast reactions. Unbreakable solid steel shaft. **KONIX NAVIGATOR**
OFFER 14.99,T235H



KONIX MEGABLASTER
Precision moulded control knob with steel shaft for complete reliability. Dual fire buttons for left or right hand use. Heavy duty leaf switches provide directional control with long lasting operation. Includes suckers for table top fixing.
KONIX MEGABLASTER
OFFER 6.99, T236H

KONIX SPEEDKING
The joystick that actually fits your hand, with a fire button angled for your trigger finger to ensure accurate high-speed action. Solid steel breakproof shaft with neat clicking sound.
KONIX SPEEDKING
OFFER 10.99, T246H



EUROMAX PROFESSIONAL STANDARD
High durability, rapid response and ultra sensitive movement accuracy from this advanced ergonomic design.
EUROMAX PROFESSIONAL STANDARD
OFFER 15.95, T239H

EUROMAX PROFESSIONAL GRIP
OFFER 13.95, T240H

EUROMAX PROFESSIONAL AUTO-FIRE
OFFER 18.95, T241H



EUROMAX ELITE STANDARD
Short travel micro switch action in ergonomic and highly durable designed body.
EUROMAX ELITE STANDARD
OFFER 9.95, T237H

EUROMAX ELITE GRIP
OFFER 10.95, T238H



EUROMAX WIZCARD
OFFER 3.95, T242H

POWERPLAY CRUISER
This excellent joystick features microswitch directional control and fire action. A unique variable tension control allows the user to adjust the return force to extra sensitive, normal and firm.
POWERPLAY CRUISER
OFFER 9.99, T245H

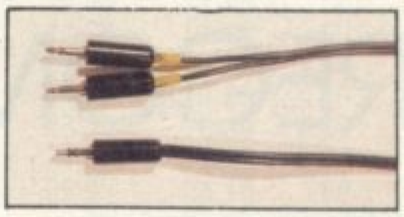


JOYCON ADAPTOR
Finally, Amstrad CPC owners have a choice of connecting any two Atari compatible joysticks to their Amstrad CPC 464, 664 and 6128 computers for two player games.
JOYCON ADAPTOR
OFFER 4.50, T251H



TGM BINDER
Stop your favourite mags from disappearing. Enshrine them in this lovely brown leather look binder with gold embossed logos.
TGM BINDER
OFFER 4.50, T252H

SPECTRUM+3 CASSETTE LEADS
Link your Spectrum+3 to your cassette recorder and gain access to your large collection of Spectrum 48K tape software.
SPECTRUM+3 CASSETTE LEADS
OFFER 3.95, T247H



DYNAMICS COMPETITION PRO 5000 (normal)
Features arcade quality microswitches, dual fire buttons, robust steel shaft and rubber return for smooth control and longer life.
DYNAMICS COMPETITION PRO 5000 (normal)
OFFER 13.50, T243H

DYNAMICS COMPETITION PRO 5000 (clear)
The designer joystick with see-through body.
DYNAMICS COMPETITION PRO 5000 (clear)
OFFER 14.00, T244H



MICRO-MATE PSU
The alternative C64, C64c and Vic20 power supply, Micro-mate will replace your dicky original CBM unit and provide reliable power to your computer. It won't overheat, has a failsafe cut-out against over-current (ie. output short-circuiting) and over-temperature (just to be on the safe side), and includes a twelve month unconditional warranty. ALL units are individually tested
MICRO-MATE PSU (for C64, C64c and Vic20)
OFFER 19.95, T249H



KONIX PREDATOR

The Predator,. the most resilant joystick to come from Konix complete with dual fire buttons, a sturdy shaft, desktop operation and micro-switches to keep you going after the toughest games.

KONIX PREDATOR
OFFER £12.99, Z237K

THE TGM MERCY DASH 1989 CALENDAR

She's **mad**, she's **bad** and you can have her for **12 MONTHS**. Oh, the pain! But really, who could you cope through 1989 without her – the saviour of the software industry features on this 13 page calendar with a picture from *Robin Evans* for every month of the year! This stupendous spiral bound calendar can be yours, but order quick – the calendar is an exclusive limited edition!"

OFFER ***£4·50***
,MD001



LOAD-IT
Eliminates tape loading problems on your C64. Achieves 100% loading success even on the most obstinate tapes. It provides permanent head alignment adjustment with the help of an LED array for optimum signal indication. Guaranteed for one year.
LOAD-IT
OFFER 39.99, T250H



AMIGA GOODIES

AMIGA A501 512K RAM EXPANSION UPGRADE + CLOCK CARD
Internal Ram upgrade to 1024K RAM
OFFER 119.99, T253H

AMIGA A520 MODULATOR
Use your Amiga with a domestic TV set or composite video monitor.
OFFER 24.99, T254H

DIGIVIEW 3.0 WITH A500 ADAPTOR
captures image via your video camera
OFFER 149.95, T255H

AMIGA DIGIDROID
A motorized filter wheel that automates colour digitizing with Digiview
OFFER 52.95, T256H

AMIGA COPYSTAND FOR DIGIVIEW
A 2' stand for digitizing objects
OFFER 59.95, T257H

AMIGA RENDALE GENLOCK
A lowcost genlock enabling the user to merge computer graphics with live video and record the results on VCR
OFFER 249.99, T258H

EASYL DRAWING A4 GRAPHICS TABLET FOR A500
Deluxe Paint 1 & 2 compatible, incl Easyl paint prog and general background driver
OFFER 299.00, T259H

CHERRY A3 DIGITISING TABLET
Works with Amiga, Atari ST and PC and comes complete with drawing stylus and four button puck
OFFER 499.95, T260H

XEROX 4020 COLOUR INK JET PRINTER
Prints seven individual colours or more than 4000 shades. In enhanced mode it prints a page in four minutes. Integrates colour graphics with black text using five resident fonts at 80cps draft and 40 cps letter quality.
OFFER 1222.00, T261H

XEROX 4020 STARTER PACK
includes paper roll holder, 8 cartridges ink, paper and maintenance fluid
OFFER 99.99, T262H

XEROX CUT SHEET FEEDER
for use with Xerox 4020 printer
OFFER 215.00, T263H

PROFESSIONAL PAGE
Word processing, desktop publishing, colour separation and CAD. Postscript compatible output
OFFER 199.95, T264H

RECOMMENDED SOFTWARE

ACTION SERVICE, Cobrasoft/Infogrames
T468M
ATARI ST disk OFFER 15.95
ALBEDO, Loriciels
T464M
ATARI ST disk OFFER 15.99
AMIGA disk OFFER 15.99
ALEX KIDD, Mastertronic
T322M
SEGA cartridge OFFER 19.95
ALTERNATE REALITY: THE CITY, Electronic Arts
T325M
AMIGA disk OFFER 15.95
ARKANOID 2: REVENGE OF DOH, Ocean
T330M
ATARI ST disk OFFER 15.95
ARMALYTE, Thalamus
T416M
CBM64/128 cass OFFER 7.99
CBM64/128 disk OFFER 10.44
AROUND THE WORLD IN 80 DAYS, Pandora
T476M
CBM64/128 cass OFFER 7.20
ATARI ST disk OFFER 15.95
AMIGA disk OFFER 15.95
ARTURA, Gremlin Graphics
T475M
SPEC48/128 cass OFFER 6.44
SPEC+3 disk OFFER 10.44
ATARI ST disk OFFER 15.99
ATRON, Players
T402M
AMIGA disk OFFER 11.95
BARBARIAN, Melbourne House
T321M
SPEC48/128 cass OFFER 7.99
CBM64/128 cass OFFER 7.99
BATTLE CHESS, Electronic Arts
T417M
AMIGA disk OFFER 19.95
BOMBJACK, Elite
T418M
ATARI ST disk OFFER 15.99
AMIGA disk OFFER 19.95
BUBBLE GHOST, Ere International
T419M
SPEC48/128 cass OFFER 6.40
CBM64/128 cass OFFER 7.95
CBM64/128 disk OFFER 11.95
AMSTRAD CPC cass OFFER 7.95
AMSTRAD CPC disk OFFER 11.95
AMIGA disk OFFER 15.95
PC disk OFFER 15.95
CAPTAIN BLOOD, Infogrames
T450M
PC disk OFFER 19.95
CYBERNOID II, Hewson
T414M
AMSTRAD CPC cass OFFER 7.99
AMSTRAD CPC disk OFFER 11.99
CBM64/128 cass OFFER 7.99
CBM64/128 disk OFFER 11.99
ATARI ST disk OFFER 15.99
DALEY THOMPSON'S OLYMPIC CHALLENGE, Ocean
T472M
SPEC48/128 cass OFFER 7.95
SPEC+3 disk OFFER 10.40
AMSTRAD CPC cass OFFER 7.95
AMSTRAD CPC disk OFFER 10.40
CBM64/128 cass OFFER 7.95
CBM64/128 disk OFFER 10.40
AMIGA disk OFFER 19.95
DELTA, Thalamus
T236M
CBM64/128 cass OFFER 7.99
CBM64/128 disk OFFER 10.44
DELUXE PHOTOLAB, Electronic Arts
T265M
AMIGA disk OFFER 59.95
DRILLER, Incentive
T466M
ATARI ST disk OFFER 19.95
AMIGA disk OFFER 19.95
ELIMINATOR, Hewson
T320M
ATARI ST disk OFFER 15.99
ELITE, Firebird
T413M
MSX cass OFFER 11.95
MSX disk OFFER 13.95
ATARI ST disk OFFER 19.95
EXOLON, Hewson
T455M
ATARI ST disk OFFER 15.99
FERNANDEZ MUST DIE, Image Works
T306M
CBM64/128 cass OFFER 7.99
CBM64/128 disk OFFER 10.44
ATARI ST disk OFFER 19.99
FIRE AND FORGET, Titus
T324M
ATARI ST disk OFFER 19.99
AMIGA disk OFFER 19.99
FOXX FIGHTS BACK, Imageworks
T411M
CBM64/128 cass OFFER 7.99
CBM64/128 disk OFFER 10.44
GARFIELD, The Edge
T412M
ATARI ST disk OFFER 15.99
GAUNTLET, US Gold
T319M
PC disk OFFER 15.99
GOLD SILVER BRONZE, US Gold
T415M
SPEC48/128 cass OFFER 11.99
SPEC+3 disk OFFER 13.99
AMSTRAD CPC cass OFFER 11.99
AMSTRAD CPC disk OFFER 19.99
CBM64/128 cass OFFER 11.99
CBM64/128 disk OFFER 13.99
GUNSHIP, Microprose
T304D
AMSTRAD CPC disk OFFER 15.95
HAWKEYE, Thalamus
T242M
CBM64/128 cass OFFER 7.99
CBM64/128 disk OFFER 10.44
HELLFIRE, Martech
T471M
ATARI ST disk OFFER 15.99
HELTER SKELTER, Audiogenic
T318M
ATARI ST disk OFFER 11.95
AMIGA disk OFFER 11.95
HOSTAGES, Infogrames
T454M
ATARI ST disk OFFER 19.95
HOTSHOT, Addictive Games
T326M
AMSTRAD CPC cass OFFER 7.99
AMSTRAD CPC disk OFFER 10.44
CBM64/128 cass OFFER 7.99
CBM64/128 disk OFFER 10.44
ATARI ST disk OFFER 15.99
IMPOSSIBLE MISSION II, US Gold
T323M
SPEC48/128 cass OFFER 7.24
AMIGA disk OFFER 19.99
INTENSITY, Firebird
T317M
SPEC48/128 cass OFFER 6.40
CBM64/128 cass OFFER 7.95
CBM64/128 disk OFFER 10.40
KENSEIDEN, Sega
T461M
SEGA cartr OFFER 24.95
KING'S VALLEY 2, Konami
T410M
MSX II cartr OFFER 19.95
LA CRACKDOWN, Epyx
T331M
PC disk OFFER 15.99
MAZE HUNTER 3D, Mastertronic
T316M
SEGA cartridge OFFER 19.95
MENACE, Psyclapse (Psygnosis)
T470M
AMIGA disk OFFER 15.95
MIRACLE WARRIORS, Sega
T463M
SEGA cartr OFFER 32.95
MONOPOLY, Sega
T462M
SEGA cartr OFFER 29.95
NEBULUS, Hewson
T456M
ATARI ST disk OFFER 15.99
AMIGA disk OFFER 15.99
NETHERWORLD, Hewson
T327M
CBM64/128 cass OFFER 7.99
CBM64/128 disk OFFER 11.99
ATARI ST disk OFFER 15.99
AMIGA disk OFFER 15.99
NINETEEN, Cascade
T303D
SPEC48/128 cass OFFER 7.95
SPEC+3 disk OFFER 11.95
CBM64/128 cass OFFER 7.95
CBM64/128 disk OFFER 11.95

PUZZLED???

PUZZLED???

Not yet, but if your software order exceeds £5.00, you will get free an amazing, intriguing, Why-Did-I-Ever-Take-It-To-Pieces *3D MINI PUZZLE*.
It's downright frustrating, it's hell, and you'll love it . . .
Just specify on the order form which puzzle type you prefer and you'll be on your way to being puzzled.



A ASTRO PUZZLE
B SIXBRICKS
C SATELLITE PUZZLE
D TRICK STAR
E TRIPLE KNOT

OPERATION WOLF, Ocean
T459M
SPEC48/128 cass OFFER 7.20
SPEC+3 disk OFFER 11.95
AMSTRAD CPC cass OFFER 7.95
AMSTRAD CPC disk OFFER 11.95
CBM64/128 cass OFFER 7.95
CBM64/128 disk OFFER 11.95
P.O.W., Actionware
T451M
AMIGA disk OFFER 23.95
PACMANIA, Grandslam
T473M
AMIGA disk OFFER 15.95
PENGUIN LAND, Mastertronic
T315M
SEGA cartridge OFFER 19.95
POOLS OF RADIANCE, US Gold
T409M
CBM64/128 cass OFFER 7.99
CBM64/128 disk OFFER 11.99
POWERDROME, Electronic Arts
T458M
ATARI ST disk OFFER 19.95
QUEDEX, Thalamus
T248M
CBM64/128 cass OFFER 7.99
CBM64/128 disk OFFER 10.44
RASTERSCAN, Mastertronic
T467M
PC disk OFFER 7.99
RED STORM RISING, Microprose
T408M
CBM64/128 cass OFFER 11.95
CBM64/128 disk OFFER 15.95
REVENGE II, Mastertronic
T465M
AMIGA disk OFFER 7.99
ROADBLASTERS, US Gold
T305M
SPEC48/128 cass OFFER 7.24
SPEC+3 disk OFFER 10.44
ROCKET RANGER, Cinemaware
T452M
AMIGA disk OFFER 19.99
SALAMANDER, Imagine
T312M
SPEC48/128 cass OFFER 6.44
SPEC+3 disk OFFER 11.95
CBM64/128 cass OFFER 7.20
CBM64/128 disk OFFER 10.40
SAMURAI WARRIOR, Firebird
T405M
SPEC48/128 cass OFFER 6.40
SPEC+3 disk OFFER 10.40
AMSTRAD CPC cass OFFER 7.20
AMSTRAD CPC disk OFFER 11.95
CBM64/128 cass OFFER 7.20
CBM64/128 disk OFFER 11.95
SANXION, Thalamus
T250M
CBM64/128 cass OFFER 7.99
CBM64/128 disk OFFER 10.44
SARCOPHASER, Players
T311M
AMIGA disk OFFER 11.95
SINBAD, Mirrorsoft
T404M
CBM64/128 cass OFFER 11.99
ATARI ST disk OFFER 19.99
AMIGA disk OFFER 23.99
SOLDIER OF FORTUNE, Firebird
T403M
CBM64/128 cass OFFER 7.95
CBM64/128 disk OFFER 10.40
SPACE HARRIER, Elite
T405M
ATARI ST disk OFFER 15.95

STARGLIDER II, Rainbird
T308M
ATARI ST disk OFFER 19.95
AMIGA disk OFFER 19.95
STAR RAY, Logotron
T401M
AMIGA disk OFFER 19.95
STREET SPORTS SOCCER, US Gold
T403M
CBM64/128 cass OFFER 7.99
CBM64/128 disk OFFER 11.99
SUMMER GAMES, Epyx
T313M
SPEC48/128 cass OFFER 11.99
SPEC+3 disk OFFER 13.99
AMSTRAD CPC cass OFFER 11.99
AMSTRAD CPC disk OFFER 19.99
SUMMER GAMES II, Epyx
T314M
SPEC48/128 cass OFFER 11.99
SPEC+3 disk OFFER 13.99
AMSTRAD CPC cass OFFER 11.99
AMSTRAD CPC disk OFFER 19.99
SUMMER OLYMPIAD, Tynesoft
T307M
CBM64/128 cass OFFER 7.95
CBM64/128 disk OFFER 9.95
ATARI ST disk OFFER 15.95
PC disk OFFER 19.95
SUPER HANG-ON, Electric Dreams
T309M
ATARI ST disk OFFER 15.99
TANGLEWOOD, Microdeal
T301D
AMIGA disk OFFER 15.95
TERRORPODS, Melbourne House/Psygnosis
T457M
CBM64/128 cass OFFER 7.95
CBM64/128 disk OFFER 11.95
THE GAMES – SUMMER EDITION, Epyx
T469M
CBM64/128 cass OFFER 7.99
CBM64/128 disk OFFER 11.99
PC disk OFFER 19.99
THE PRESIDENT IS MISSING, Microprose
T328M
CBM64/128 disk OFFER 10.40
THE TRAIN, Electronic Arts
T407M
SPEC48/128 cass OFFER 6.95
SPEC+3 disk OFFER 11.95
THUNDERBLADE, Sega
T460M
SEGA cartr OFFER 24.95
TRON 5000, Players
T310M
AMIGA disk OFFER 11.95
TYPHOON, Imagine
T453M
SPEC48/128 cass OFFER 6.40
SPEC+3 disk OFFER 11.95
CBM64/128 cass OFFER 7.20
CBM64/128 disk OFFER 10.40
ULTIMA IV, Microprose
T400M
AMIGA disk OFFER 19.95
PC disk OFFER 23.95
VETERAN, Software Horizons
T474M
ATARI ST disk OFFER 11.95
VINDICATOR, Ocean
T406M
SPEC48/128 cass OFFER 6.40
SPEC+3 disk OFFER 11.95
AMSTRAD CPC cass OFFER 7.20
AMSTRAD CPC disk OFFER 11.95
CBM64/128 cass OFFER 7.20
CBM64/128 disk OFFER 10.40
WASTELAND, Electronic Arts
T302D
CBM64/128 disk OFFER 13.95

ADVENTURE

ACHETON, Topologika
T335M
SPEC+3 disk OFFER 7.95
BARD'S TALE II, Electronic Arts
T292M
AMIGA disk OFFER 19.95
BARD'S TALE III, Electronic Arts
T293M
CBM64/128 disk OFFER 13.95
CORRUPTION, Rainbird
T282M
ATARI ST disk OFFER 19.95
COUNTDOWN TO DOOM, Topologika
T336M
SPEC+3 disk OFFER 7.95
DR JEKYL AND MR HYDE, The Essential Myth
T261M
SPEC48/128 cass OFFER 6.40
INVESTIGATIONS, Graphtext
T262M
SPEC128 cass OFFER 3.95
KINGDOM OF HAMIL, Topologkia
T337M
SPEC+3 disk OFFER 7.95
LEGEND OF THE SWORD, Rainbird
T263M
ATARI ST disk OFFER 19.95
MORTVILLE MANOR, Lankhor
T332M
AMIGA disk OFFER 19.95
PHILOSOPHER'S QUEST, Topologika
T333M
SPEC+3 disk OFFER 7.95
RETURN TO DOOM, Topologika
T338M
SPEC+3 disk OFFER 10.40
SKELVULLYN TWINE, Eighth Day Software
T264M
SPEC48/128 cass OFFER 4.50
THE QUEST FOR THE GOLDEN EGGCUP, Mastertronic/Smart Egg
T334M
CBM64/128 cass OFFER 1.99
THE REALM, Cult
T281M
SPEC48/128 cass OFFER 1.99

BUDGET RANGE

ORDER FOUR GAMES IN THE £1.99 RANGE AND PAY FOR THREE (£5.97 PAYMENT TOTAL) – A SAVING OF £1.99!
ORDER FOUR GAMES IN THE £2.99 RANGE AND PAY FOR THREE (£8.97 PAYMENT TOTAL) – A SAVING OF £2.99!
JUST FILL IN THE NAME AND PUBLISHER OF THE FOUR GAMES REQUIRED AND THE PAYMENT TOTAL OF £5.97/£8.97 (DON'T USE THE OFFER PRICE TABLE)

THE MEGA CHOICE:

APART FROM OUR HIGHLY RECOMMENDED GAMES LIST, YOU CAN ORDER ***ANY GAME*** *RELEASED BY THE MAJOR SOFTWARE HOUSES TO DATE ON CASSETTE, CARTRIDGE OR DISK.*

OUR OFFER PRICES ARE VALID FOR ANY FULL-PRICED GAMES AND INCLUDE FIRST CLASS POSTAGE AND PACKING – NO OTHER EXTRA CHARGES
LOOK UP THE PRICE OF EACH GAME IN THE OFFER TABLE, ENTER THE OFFER PRICES ON THE ORDER COUPON, THEN ADD THEM UP.
ORDERS FOR TITLES WHICH ARE NO LONGER IN DISTRIBUTION WILL BE RETURNED.
YOU WILL BE REGULARLY NOTIFIED OF ANY DELAYS CAUSED BY LATE RELEASES.

SOFTWARE OFFER PRICE TABLE

4.99	**3.99**	1.00
5.95	**4.74**	1.20
7.95	**6.40**	1.55
7.99	**6.44**	1.55
8.95	**7.20**	1.75
8.99	**7.24**	1.75
9.95	**7.95**	2.00
9.99	**7.99**	2.00
11.99	**9.99**	2.00
12.95	**10.40**	2.55
12.99	**10.44**	2.55
14.95	**11.95**	3.00
14.99	**11.99**	3.00
19.95	**15.95**	4.00
19.99	**15.99**	4.00
23.00	**18.40**	4.60
24.95	**19.95**	5.00
28.95	**23.15**	5.80
29.95	**23.95**	6.00
34.95	**27.95**	7.00

HOW TO ORDER:

WRITE REQUIRED GAME(S) ON ORDER LIST, INCLUDING MEDIA TYPE, COMPUTER AND ORDER CODE (WHERE LISTED).
IF OFFER PRICE NOT INDICATED, CHECK IN AD OR REVIEW FOR CORRECT RECOMMENDED RETAIL PRICE (RRP).
LOOK UP SPECIAL OFFER PRICE AND WRITE ON ORDER FORM.
ADD UP TOTAL AND ENCLOSE CHEQUE OR POSTAL ORDER OR ALTERNATIVELY USE ACCESS/VISA FACILITY (DON'T FORGET TO INDICATE EXPIRY DATE!).
REMEMBER:
GAMES ORDERS REQUIRE ORDER CODE OR MEDIA TYPE AND COMPUTER, GARMENT ORDERS ORDER CODE OR GARMENT SIZE, HARDWARE ORDERS ORDER CODE.
INCOMPLETE ORDER FORMS WILL BE RETURNED.

PLEASE RING (0584) 5620 IF IN DOUBT!

PRICES VALID FOR UK/EIRE/EUROPE ONLY.
FOR OVERSEAS ORDERS PLEASE ADD £2.00 PER ITEM FOR AIR MAIL DELIVERY

DELIVERY:

NOT ALL LISTED PRODUCTS WILL HAVE BEEN RELEASED AT PRESS TIME.
GOODS WILL BE DESPATCHED AS SOON AS POSSIBLE. CUSTOMERS WILL BE INFORMED OF ANY LONG DELAYS.

SUBS OFFER

TRIGGER- OR JUST SIMPLY HAPPY?

It sure is coming up to Xmas, folks, 'cos we're offering you one of those fantastic hand-hugging positive clicking Konix Speedking firearms if you subscribe to twelve brim-packed issues of THE GAMES MACHINE. Pull that happy trigger finger of yours and shoot down our competition - err, I mean, all those nasty aliens, or better still, if you're getting in the Xmas mood, simply join in the fun and don't miss out on all the future 8-bit, 16-bit and console action! Take aim and subscribe!



BACK NUMBERS

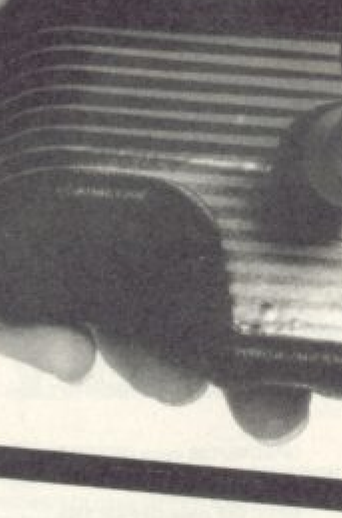
*BACKISSUES*BACKISSUES*BA*
*BACKISSUES*BACKISSUES*BA*
*BACKISSUES*BACKISSUES*BA*

TX:007 June 88

The Buggers – Mel Croucher investigates Big Brother and how he watches you! 2001 – Barnaby Page on the software future! TGM looks at the ST Par-Sec Graphics System! BLEEP HOUSE – Barnaby Page visits the computerised house of the future! Stocktake: The MSX-II computer range! Dangerous Secrets – John Gilbert on a new piracy angle! The weird effects of music and sound on computer games! STAC – Tony Bridge takes a look at the ST Adventure Creator! It Bites – an interview with guitarist Francis Dunnery!

TX:008 July 1988

Bulletin Bawdy – Mel Croucher investigates the bulletin boards! Marshal T Rosenberg flies the shuttle – the biggest video game in the world! The Camcorder revolution! Old labels, new companies – changing trading names tactics! New wave multimedia SF genre CYBERPUNK! Target Games and a new presentation for strategy! Robin Candy engages MicroIllusions's Photon Drive!



TX:009 August 1988

I Accuse – Mel Croucher discovers some famous films which have borrowed their themes! Disney Spells – Microdeal are selling the laser disc game Dragon's Lair! Machine Spooks – TGM investigates the computer hauntings! Deluxe Photolab reviewed!



TX:010 September 1988

Conning The Computer – Mel Croucher looks at computer fraud! Archimedes Special – game and graphics on the 32-bit micro! Telerevolution – Satellite TV is really here! Is The Law Still An Ass – Barnaby Page examines copyright! Typical Games Machinist – TGM questionnaire results!

TX:011 October 1988

Whatever happened to the Nintendo?! Mel Croucher investigates computer theft! Robin Candy plays Trip-a-tron with Jeff Minter's amazing new ST light synthesizer! Driving Us Crazy – Today's computerized car! Stuart Wynne talks to Interplay (Bard's Tale people)! Cyberpunk book reviews!

ORDER FORM

I want to subscribe to 12 issues of TGM and receive my free SPEEDKING joystick.
If I've already got a TGM subscription, and it is running out soon I extend it for a further twelve issues – and still get my free SPEEDKING joystick.
If I am a current subscriber, but do not wish to extend my subscription, I can still get a SPEEDKING joystick for an amazing £7.99 – a special subscribers discount price.

Please tick the appropriate box:

- ☐ I enclose £18.00 for a new TGM subscription mainland UK
- ☐ I enclose £25.00 for a new TGM subscription outside mainland UK – surface mail
- ☐ I enclose £38.00 for a new TGM subscription outside Europe – Air mail
- ☐ I enclose £7.99 for the special subscriber SPEEDKING offer.
- ☐ I am a new subscriber
- ☐ I am an existing subscriber. My subscription number is

☐☐☐☐☐☐☐☐

Please extend my subscription starting with issue No:

☐☐

EARLY WARNING:

If you wish your sub to commence with Issue 14, we must receive your coupon no later than 10th November 1988.

Please allow 28 days for your free gift.

The Special Software Discount Offer Prices only apply to recommended retail prices for software, not to already highlighted, discounted special offers, hardware and other goodies. No other discounts may be applied.

CODE	*ITEM*	*MEDIA*	*PRICE*

TOTAL	
SUBS TOTAL	
BACKISSUES TOTAL	
ORDER TOTAL	

MY COMPUTER IS: ☐

Please use BLOCK CAPITALS

Name ....

Address ....

....

....

.... Postcode ....

Please make cheques/postal orders payable to **TGM**. It is best to avoid sendind cash payments. Please DO NOT enclose ANY order with mail to the EDITORIAL side of the magazine as this will result in DELAYS! Send your orders to the address below.

☐ I enclose a cheque/p.o. for £ ☐

☐ I wish to pay by **VISA/ACCESS** (Delete as appropriate)

Please debit my VISA/ACCESS ACCOUNT £ ☐

Please charge my account No:

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Expiry Date ____________ Signature ____________

Access VISA

SEND THIS FORM TO:

TGM SHOPPING, PO BOX 20, LUDLOW, SHROPSHIRE SY8 1DB

*BACKISSUES*BACKISSUES*BACKISSUES*BACKIS*
*BACKISSUES*BACKISSUES*BACKISSUES*BACKIS*
*BACKISSUES*BACKISSUES*BACKISSUES*BACKIS*



TX:012 November 1988

The First British Console? – The Slipstream! The Real Cybernauts – Technology for the disabled! Cyberpunk and Robocop! Eddy Shah's The Post and Mac technology! Walk this way – State of the art in Walkman technology! The World of Nintendo! TGM looks at STOS – The Game Creator!

Please supply the following BACK NUMBERS (Circle required items):

1 2 3 4 5
6 7 8 9 10
11 12

BACK ISSUES £1.45 (Inclusive P&P)

OVERSEAS PLEASE ADD £0.80 TO ABOVE PRICES

SPECIAL QUANTITY DISCOUNT: Order **FOUR** issues and pay for **THREE**.

Gods rule Glorantha

GODS OF GLORANTHA

Roleplaying Game
Avalon Hill, £13.95

Glorantha has literally hundreds of different gods, and the history of the world itself is largely the history of these beings. The first gods created the world and the various races of mortal beings that inhabit it. The younger gods came into existence, and in due course a number of terrible wars were fought, resulting in the entry of primal chaos to the world, which nearly destroyed everything.

Disaster was averted, however, in the form of an agreement between the surviving gods known as the Great Compromise, which caused the creation of time. From then on the gods were no longer permitted to fight their wars over the surface of Glorantha. Every important religion in this rich and fascinating pantheon is detailed in this impressive supplement

. *Gods of Glorantha* comes in the form of a boxed set of rules with four rulebooks inside. *What The Priests Say* is the first of these, and inside are nine double-page sections answering such questions as 'where did the world come from?', 'why do we die?', and 'how does magic work?' in terms of the beliefs of nine very different Gloranthan religions. This is intended to give players a characters eye view of some of the major cults.

From the practical beliefs of the dwarves with their xenophobia and devotion to the maintenance of the World Machine, to the teachings of the Lunar pantheon whose goddess embraces both order and chaos, to the wisdom of the tree loving elves – these outlines give a magical flavour to the role playing environment.

The second booklet is an attractively illustrated Gloranthan calendar, listing the holy days of each major religion. Next we find the *Prosopaedia*, a 20 page 'Who's Who' of the Gloranthan gods. Here can be found such deities as Dropoly, the cold death – the secret horror of the menfolk who dwells in the depths of the ocean; Yasmur, the unknown god of whom all knowledge has been lost, together with such bizarre cults as that of Comb and Braid, the god of the east whose worshippers have perfect hair and who alone know how to cure baldness.

Finally we come to the Cults book. This provides fuller details of sixty of the most common Gloranthan religions, ranging from those common amongst player-characters (Orlanth the adventurer; Chalana Arroy the Healing Goddess; Lodril the god of peasants) to the more unusual (the malignant Gorgorma, keeper of secrets; the Trickster god – whose very name is uncertain) and the out



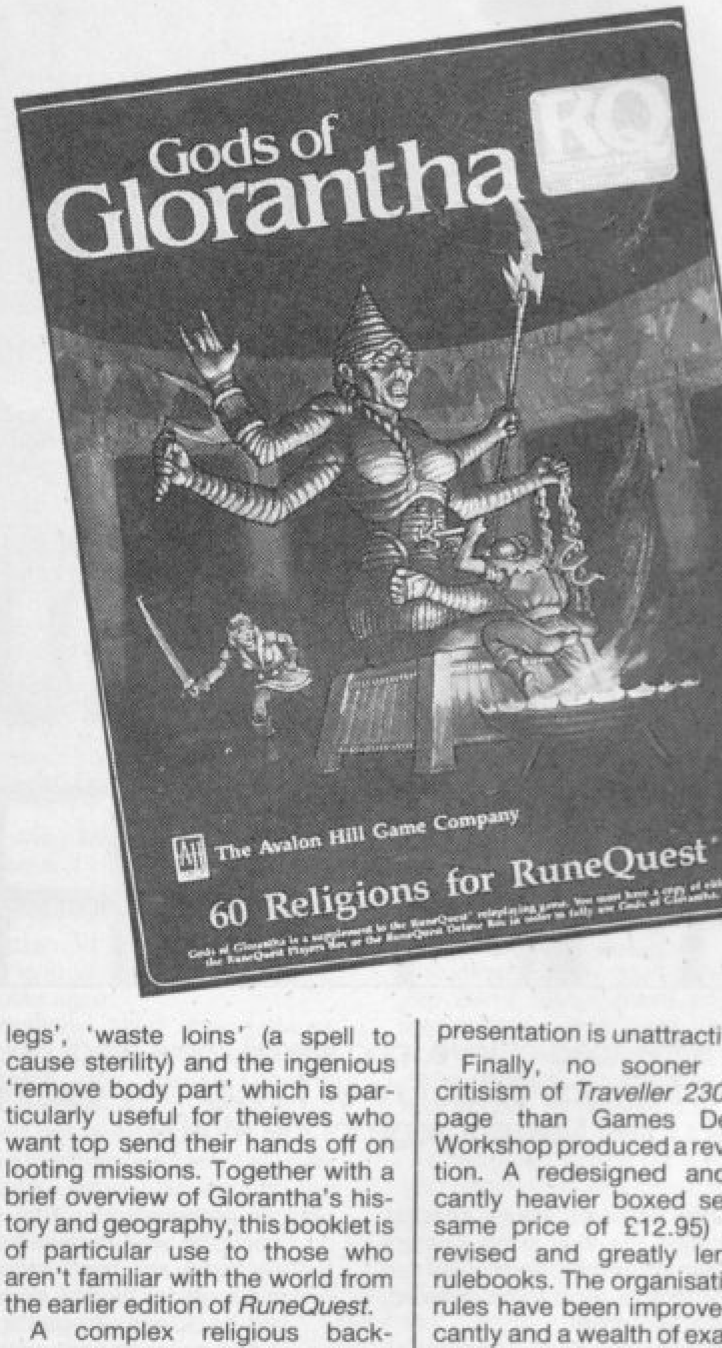
and out evil gods whose worshippers will be the players characters most awesome foes - Bagog, Queen of the scorpion men; Porcharngo the Mutator, the chaotic god of corruption, and Malia – the goddess of disease.

For each cult details are given covering such aspects as the requirements to join, the restrictions on reaching priestly rank and spells available to worshippers. A comprehensive index detailing many new skills is contained within this booklet, including such weird and wonderful spells as 'sprout legs', 'waste loins' (a spell to cause sterility) and the ingenious 'remove body part' which is particularly useful for theieves who want top send their hands off on looting missions. Together with a brief overview of Glorantha's history and geography, this booklet is of particular use to those who aren't familiar with the world from the earlier edition of *RuneQuest*.

A complex religious background of this sort is a huge asset for fantasy role playing. The wealth of both spiritual and secular options open up a huge range of adventuring possibilities for referees and players. *Gods Of Glorantha* also provides a valuable range of new spells, but it is also a good read and will enliven the religious aspect of any fantasy world.

My only critisism is the physical quality of the booklets which is a little dull when compared to the hardback edition of *RuneQuest 3*, now sadly out of print. That aside, this is a supplement that can't help but fire the imagination of any fantasy role-player, and *Gods of Glorantha* is a must for any *RuneQuest 3* fan.

The second Glorantha publication by Avalon Hill is the *Gloranthan Bestiary* (softback, £6.90, 48PP). More than sixty creatures of the world are detailed including fearsome beasts, harmless creatures and species such as Mermen, Black Elves and the Jelmre – who have the ability to crystallize emotions. Most entries are illustrated with line drawings and a map of Glorantha showing the geographical range of each creature. This is a useful supplement for Gloranthan play, although the



presentation is unattractive.

Finally, no sooner did my critisism of *Traveller 2300* hit the page than Games Designers' Workshop produced a revised edition. A redesigned and significantly heavier boxed set (at the same price of £12.95) contains revised and greatly lengthened rulebooks. The organisation of the rules have been improved significantly and a wealth of examples of play have been included, making the system much easier for players and the referee to pick up. The only negative point is that the flimsy card covers in the first edition rulebooks have been replaced by even flimsier paper covers in *RuneQuest 3* style. Handle with care – this sort of binding all too often falls apart after a few sessions of play! That aside, the new edition is an improvement in all respects, and turns a product about which I had several reservations into a game I can wholeheartedly recommend.



THAT ■ EURO ■ SOUND

Music is the food of **love**, and we all know what country's best at that. Jon Bates tunnels through the channels of France's latest MIDI package for the **Atari ST**.

Music software takes after its nation the way some owners take after their dogs. German programs tend to be ordered, mathematical, comprehensive and masterful. American software houses are wonderful at wrapping up even the least inventive programs in glossy floss. Back in the UK, the programs are often inventive, but underdeveloped and packaged in a spartan box with meagre photocopied instructions.

And what about the rest of Europe? Where are the Italian, Spanish, Greek and French programs? Wait a minute . . . did I say French?

If the software's like the country, the French approach would be artistic, lacking a few facilities but nevertheless be pretty comprehensive. The packaging would be well-chosen and chic, and the program itself would probably make up for its lack of maths with a laid-back, easy-to-use approach.

And as far as computer music goes the French are artistically well ahead, with a government-funded research and development establishment right in the heart of Paris. This institution, IRCAM, panders to the Ivory Tower theory that the artist must develop on his own and be misunderstood by everyone else.

IRCAM developed its own software, its own hardware and computer language and its own synthesizers, at great expense. Similarly, Jean-Michel Jarre's onstage gear is nearly all French – peculiar, esoteric and expensive.

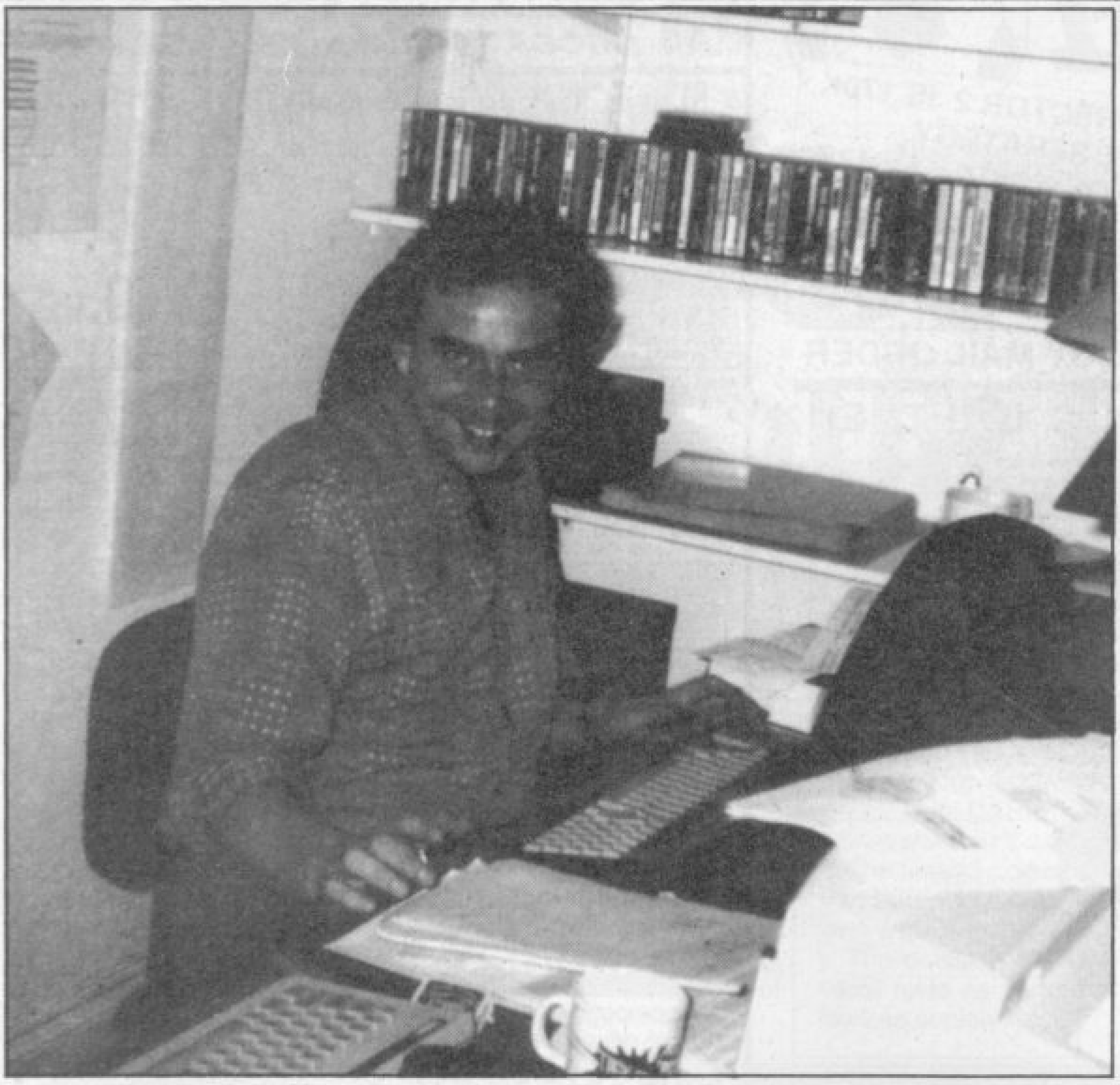
So far so bad news for micromusicians. But there's now a new breed of French music software, and the first package is *Musilog* – developed by **Digigram**, published by **Comus**, and marketed in the UK by **Soundbits**.

"Jean-Michel Jarre's onstage gear is French, peculiar and expensive"

Studio 24

The package comes in two parts, which stand alone or run simultaneously – one is a file extension of the other.

Studio 24 is a 24-track MIDI recorder for the Atari ST. The screen setup, similar to several other sequencers, shows 24 tracks across the top of the screen; PLAY, RECORD and SOLO features underneath each track; and a set of cassette-recorder icons onscreen. The menus drop down and for editing you flip to an edit screen – other functions appear as active



windows.

Getting going is easy – just plug up the MIDI leads and hit RECORD. The program automatically logs the end of each recording and sets that up as a pattern (called a block) so you don't have to worry about length when you start wandering over the keyboard of drum machine.

Playback is simple too – hit PLAYBACK and the track comes back to you. Each track can be named, and (hooray!) there's enough space to record a few pertinent details about the equipment each track is plugged into.

The facilities for copying blocks and moving them within a track, or from track to track, are accessed from a drop-down window. All you need to know is which bar number the block starts and finishes at.

Option concoction

Although the main screen is barren compared with the jungle of options that some sequencing software offers, you can choose from internal, MIDI and tape sync. (The last option is obviously there with an eye to selling you a hardware tape sync box.)

Tempo can be changed, either by the mouse button or by dragging a slider up and down the right-hand side of the screen. As with all numeric functions in *Studio 24*, you can actually type the number in – or so the manual claims. I did find one or two menus where numerical input wasn't possible.

There's also a LOOP function, which will loop from the beginning of the track to the last point recorded – but I couldn't get it to loop on specific bars, and annoyingly it left a blank bar before looping each time.

RECORD has the handy habit of dropping you in after the last section you recorded. This can be a boon or a bane, depending on what you're doing.

If you have just achieved the solo of your dreams, it's fine as you have no chance of overwriting it; but if you're still trying to perfect a bass, drum or chord pattern, it becomes a pain as you have to stop, erase the track, and start all over again.

I particularly liked the INITIALISE option for each track, which sends the voice patch, the various control numbers and the velocity range plus a pitch bend range setting.

This is a worthwhile attempt at user-friendliness – as you flip through the program changes onscreen, it also changes the voices on the synth so you can hear and see exactly what you're doing. It's also compatible with MIDI dump files.

"Big Band will even knock off a melody given the chord sequence"

Yes we have note-on quantize

I wasn't so enamoured with the QUANTIZE functions, which are a little skimpy and dogmatic by today's standards. If you want note-on quantize you have to select that before you record your pattern – or copy the unquantized pattern onto a fresh track that has been set to the note-on you want, or think you want.

Note-length quantize is set on the edit page after you've recorded. Though it covers all conceivable note values and very usefully has a drum-beat quantize - note-on and note-off almost immediately - it's still a bit basic, missing many of the quantization features that similarly-priced sequencers have.

Notes or rests can be added, taken away or simply moved around with ease, but if the track is polyphonic you have to deal with it a note at a time. Though it's not easy to edit specific MIDI data that applies to aftertouch, velocity etc, you can alter details of the program and velocity.

Yet what's unique about this package is the C and M tags above tracks 23 and 24.

Now you C M

C means chords, and rather like a single keyboard this will identify chords and play them according to the rhythm pattern you set up on this track. It can identify most of the common chords and mimic them, albeit in only one inversion or position. M is for the melody, which must be monophonic.

Once the program is given these tracks as information, it will go away and calculate three other tracks which are in perfect harmony with the melody and accompaniment.

So if you have a melody in mind and a few chords to go with it, *Studio 24* will calculate the fill-ins that turn a simple tune into a sort of full-blown arrangement. It can calculate either close or open harmonies.

Having done all this, the program has a print function that lets you commit your efforts to hard copy. It is compatible with Atari and Epson printers and will give you: melody in the treble clef, a polyphonic harmony line in the treble clef, a bass line, and the chord symbols written out above the stave.

Any transpositions you've made are automatically adjusted in the notation, so it's 'what you hear is what you get'.

Sadly, though, there is no alternative configuration program for printers beyond Atari and Epson.

Big Band

The extension to *Studio 24* is called *Big Band*. Given chord and melody information, this will serve up enormous arrangements including drum patterns, countermelodies, riffs and so on, all assigned to separate MIDI channels.

It will even knock off a melody for you once given the chord sequence, and it can calculate chords – to some extent.

But all is achieved by selecting the style you want, so you are limited by the styles offered and the programmers' interpretation of it. On its own, *Big Band* acts as a player and not a recorder of MIDI information.

Both programs are very inventive. In fact, they are artistic, lacking a few facilities but nevertheless pretty comprehensive. The packaging is well-chosen and chic, and the programs themselves make up for a lack of maths with a laid-back, easy-to-use approach. Just goes to show . . .

■ **To buy:** *Studio 24* £149, *Big Band* £199. Available from Soundbits, *48 Galton Tower, Birmingham B1 2NW* ☎ (021) 233-3440 or (0384) 480951.

THE DARK FUTURE IN YOUR HANDS

Thanks to Games Workshop and TGM

. . . **USA, 1995:** The Sanctioned Operative is a new breed of law enforcer. A blend of bounty-hunter, hired gun and old-style fighter pilot.

In the vast tracts of lawlessness outside the Policed Zones (PeeZees) of the great cities, motorised gangs rule supreme. They terrorise the scattered communities along the Interstates, and war constantly among themselves for territory and prestige. The roads have become a battle zone, where the slow and the weak soon die . . .

This is the world of *Dark Future*, the grim RPG from **Games Workshop** – and now you can enter the future by winning one of **20 game kits** and a Games Workshop Landraider model too!

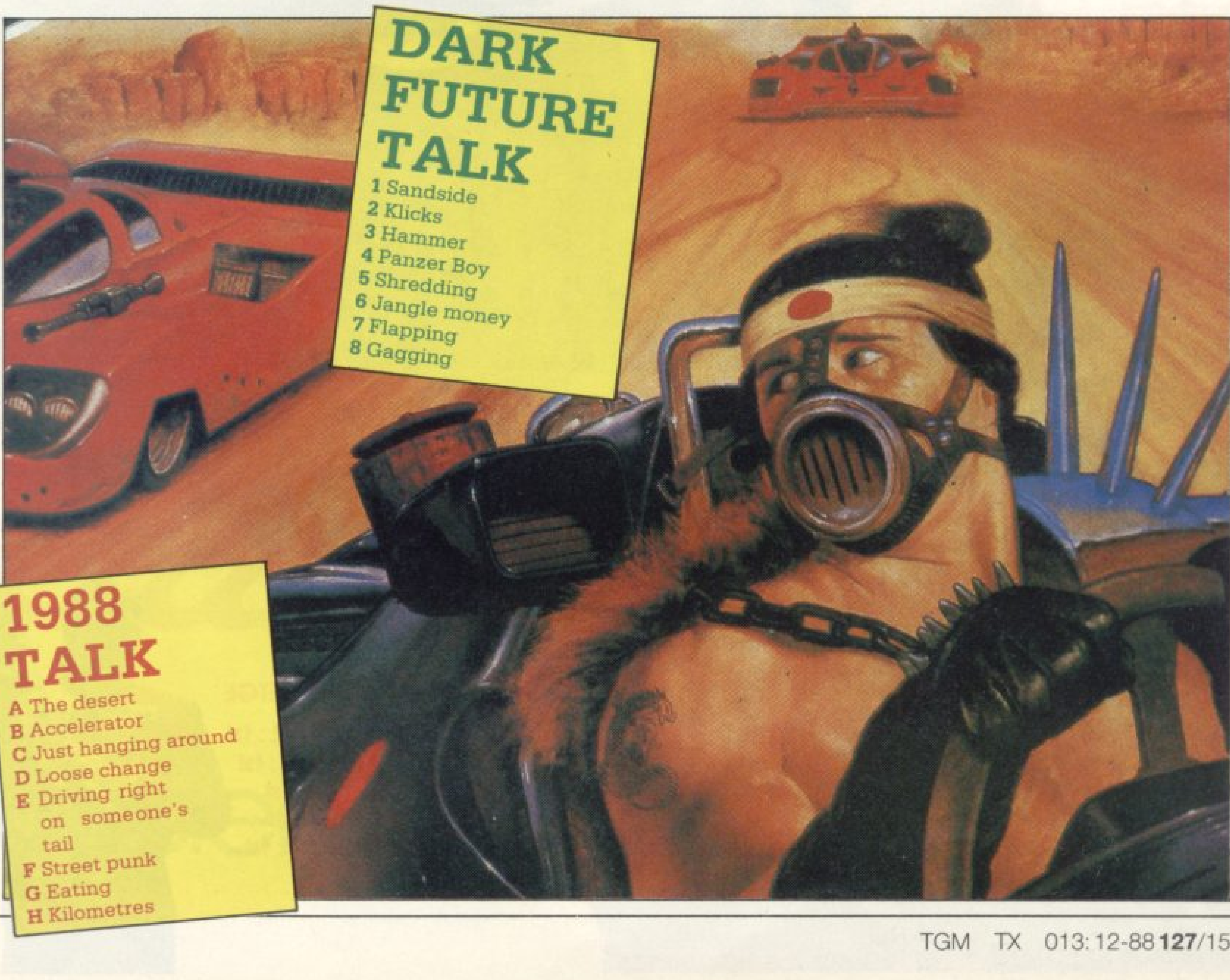
All you have to do is translate the *Dark Future* slang shown into its 1988 equivalent, by matching the numbers and letters.

For instance, if you think 'gagging' means 'kilometres', just write 8 H on your list of answers.

Send your answers on a postcard or the back of a sealed envelope to **DARK FUTURE COMP, TGM,** ***PO Box 10, Ludlow, Shropshire SY8 1DB***, to arrive by **December 15**.

The first 12 correct answers picked out of the time tunnel on that date win a ready-to-play *Dark Future* kit plus a model. The next eight win the *Dark Future* kit (but sorry, no model).

The decision of TGM's judges is futuristically final, and the usual rules as printed on the contents page apply – even in a lawless society.



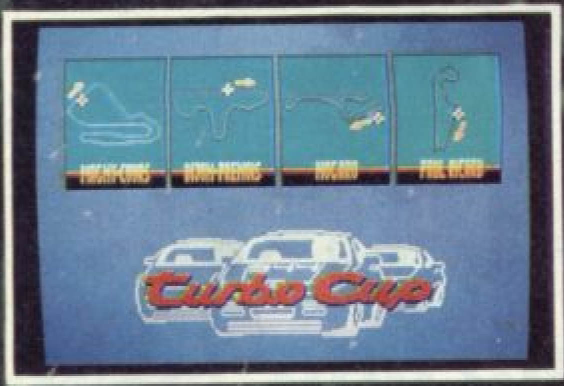
DARK FUTURE TALK

1 Sandside
2 Klicks
3 Hammer
4 Panzer Boy
5 Shredding
6 Jangle money
7 Flapping
8 Gagging

1988 TALK

A The desert
B Accelerator
C Just hanging around
D Loose change
E Driving right on someone's tail
F Street punk
G Eating
H Kilometres

turbo







ATARI



SPECTRUM CASSETTE and DISC
COMMODORE CASSETTE and DISC
AMSTRAD CASSETTE and DISC
ATARI ST DISC
AMIGA DISC
IBM PC + COMPATIBLES DISC



RENÉ METGE

Paris-Dakar 1981 : 1st
Tourist Trophy 1983 : 1st
Paris-Dakar 1984 : 1st
Paris-Dakar 1986 : 1st
Turbo Cup Porsche : 1st


Cup
OFF THE GRID TO A FLYING START...
944 TURBO CUP, THE BRILLIANT, PREMIER RACING GAME...
ENDORSED BY RENE METGE, WINNER OF THE PARIS-DAKAR RALLY, TOURIST TROPHY AND TURBO CUP PORSCHE RACES, AND DRIVER OF THE LORICIELS-SPONSORED 944 TURBO
PUT YOURSELF IN THE DRIVING SEAT...
Turbo Cup
"With this excellent game, I've experienced the same exhilaration as if I were actually driving my real Loriciels Porsche.
Experience for yourself the thrills of driving on this prestigious track, and, like me, take the winner's place on the podium".
René Metge
Turbo Cup
MANUEL
Turbo Cup
loriciels
Turbo Cup
LORICIELS Ltd
Eastern Avenue,
Lichfield, Staffordshire
WS 136 RX, ENGLAND
Tél.: (0543) 414188 - Telex: 336130
Fax: (0543) 414842

Be BOMBUZALED

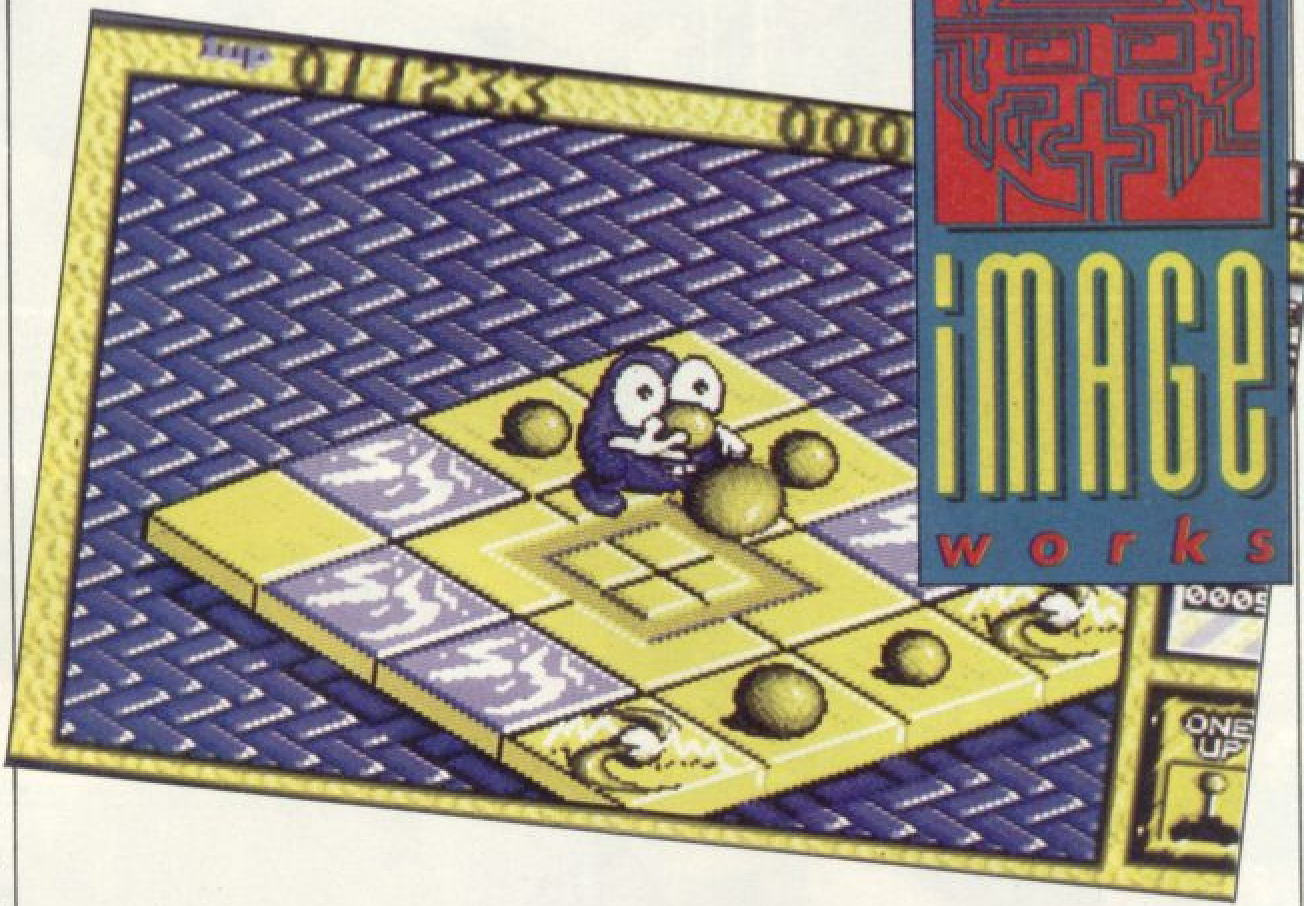
. . . with Image Works and a host of board games

QUESTION: What happens when six top programmer get together? ANSWER (no, that's not the comp): *Bombuzal*.

Bombuzal, due for review in TGM**014**, is the bamboozling new puzzle game from **Image Works**, complete with designer set, 3-D/2-D option – and contributions from six leading game-creators.

David Bishop is the designer and Tony Crowther did most of the programming, but stars like Jeff Minter, Andrew Braybrook, Ubik and Jon Ritman have all contributed levels.

And it's one of those deceptively simple challenges that should keep you coming back for more till you smash the machine in frustration. (The broken machine could be Amiga, ST, Amstrad CPC, C64 or Spectrum.)



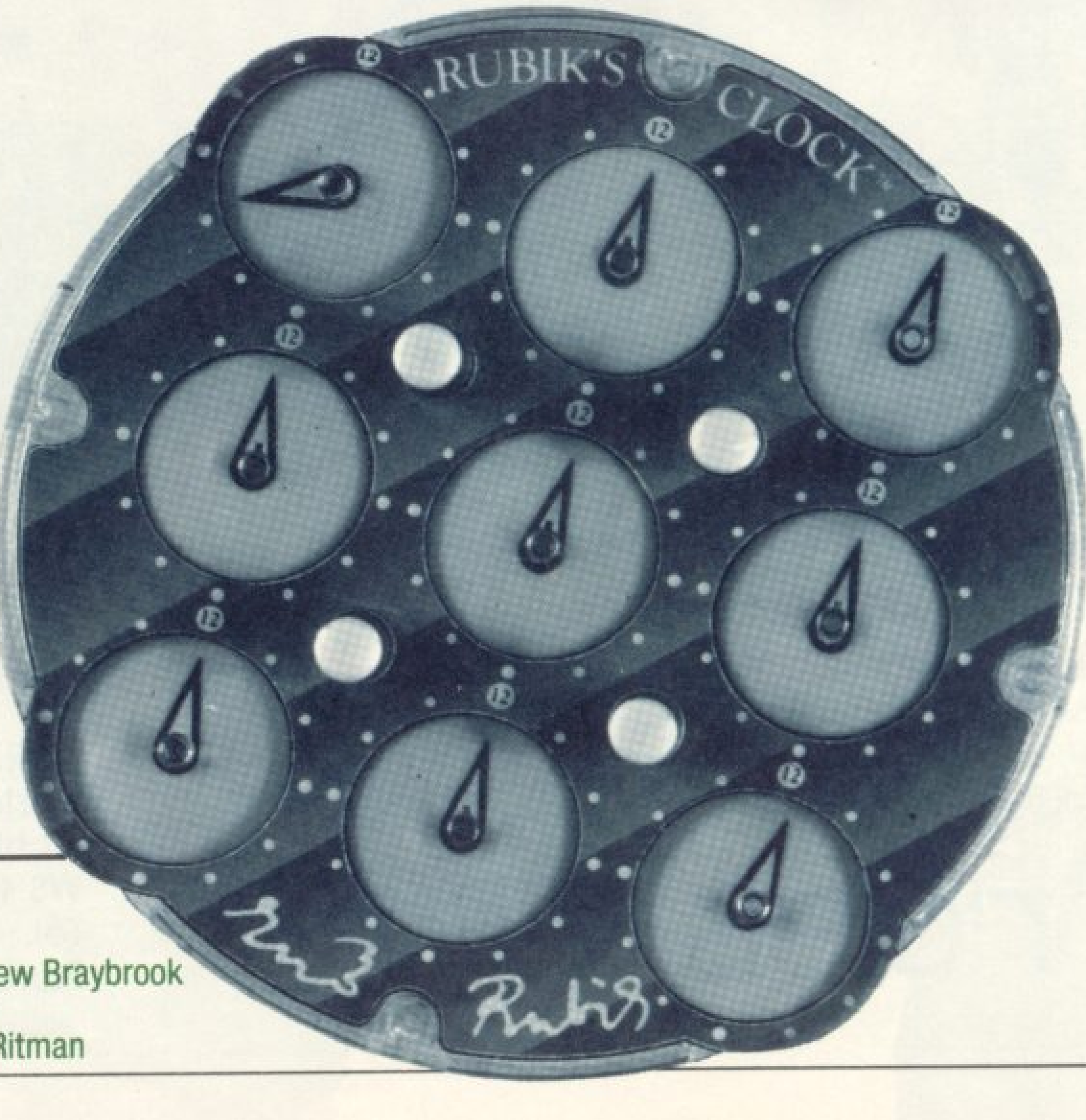
But if you do that, you'll need something else to play – and that's where this comp comes in. Image Works are offering the **winner** a **bumper bundle** of board games plus a deluxe Image Works **goodie bag**.

The first five **runners-up** get **Rubik's Clocks** puzzles – infuriating follow-ups to the best-selling Rubik's Cube – plus goodie bags, and the next five get the bags too.

And all you have to do is name one game (apart from *Bombuzal*) by each of the famous programmers working on the new Image Works release.

Send your answers on a postcard or the back of a sealed envelope, with your name and address, to: **BOMBUZALED COMP, TGM,** ***PO Box 10, Ludlow, Shropshire SY8 1DB*** to arrive by **December 15**.

The decision of TGM's judges is final in all respects, 'cos they're so smart, and rules as printed on the contents page apply.



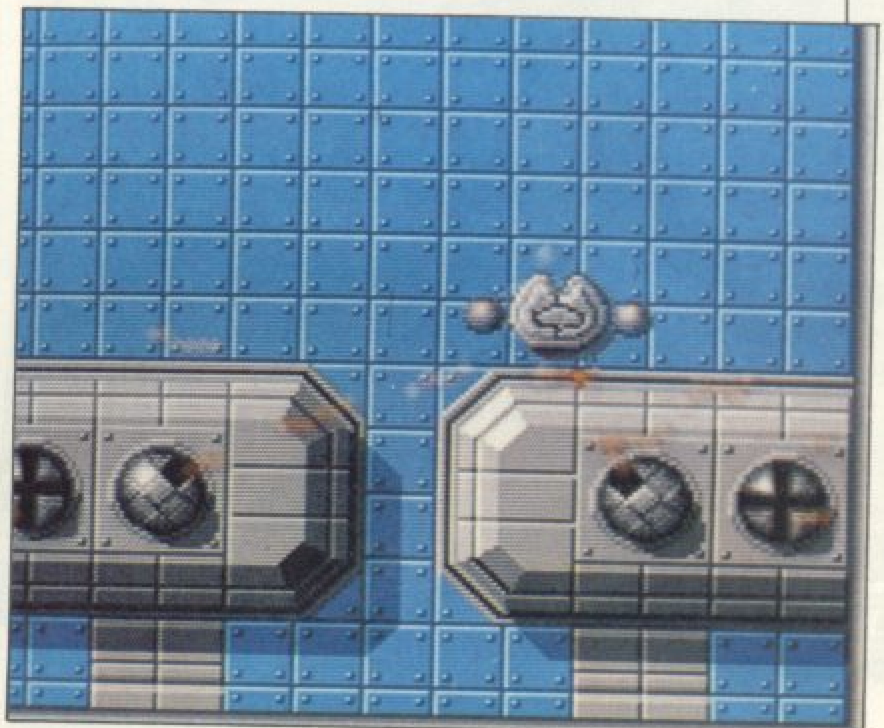
Just name one game by one each programmer:

- David Bishop
- Tony Crowther
- Jeff Minter
- Andrew Braybrook
- Ubik
- Jon Ritman

READERPAGE

"After a five year affair I am shortly to be married to an Atari 520 ST with colour monitor"

So says a mystery correspondent as the ugly ST/ Amiga war rears its head again. But all is not as it seems at Readerpage Central. Who can say what is real and what is MSX?



THE WAR YAWNS ON

Dear Games Machine
Companies that directly convert ST games to the Amiga really bug me. Why don't they spend a bit more time on them and try at least to get the scrolling smooth? And if that's too much (isn't it always?) why not just enhance the sound?

As for your mag, it's well put together. At least most of your articles are interesting (whadaya mean *most*? Ed). However there is a point. We all know that the Amiga is superior to the ST so why do you persistently slag it off in terms of software? Don't give me 'because the ST has better software' because the Amiga is equal if not better. You are undoubtedly ST biased even though you recognise the Amiga as the superior machine. A lot of people feel the same way – and you might influence some dimbo the buy one.

As for sexism in the industry, what a waste of time. It's just a bunch of womens libbers making a fuss over nothing. They find they cannot censor the Sunday Sport and move onto more gullible things like the computer industry. Take for instance the old Palace ad, all it is is Maria Whittaker wearing a bikini. I mean it's hardly offensive is it? Okay so *Psycho Pigs UXB* may be going too far for the ultra sensitive computer industry. What about the Firebird advert where the man ain't wearing nuffin 'cept a pair of shorts? Ooer! Disgusting, I say.

A thing I have praise for is Mel Croucher as all of his articles have been great, especially the ones on computer fraud.

Rus Flaherty, Liverpool

On the question of bias in the so-called 16-bit 'war' one would assume that you are similarly guilty of this trait given that you call the would-be ST buyer a 'dimbo'. Quite frankly we all thought the 'my Amiga is better than your ST so mer' argument had been finally laid to rest, but evidently we were wrong. At TGM we review GAMES, irrespective of format. 8 bit games are frequently rated higher than 16 bit – the fact is that we look at each game and assess it on its individual merits irrespective of what format it is or what the sales blurb claims it is.

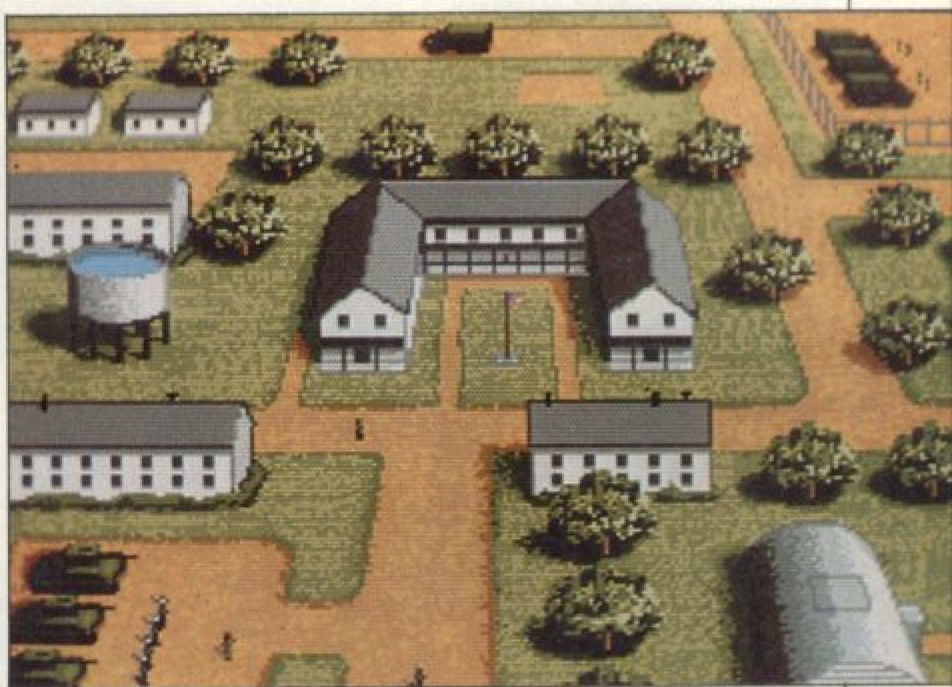
By the way, Mel Croucher won't like you calling him a thing.

16 BIT BLUES

Dear Games Machine
Congratulations on producing such a great mag. I have a rather big complaint to make, not against you but against nearly all software houses.

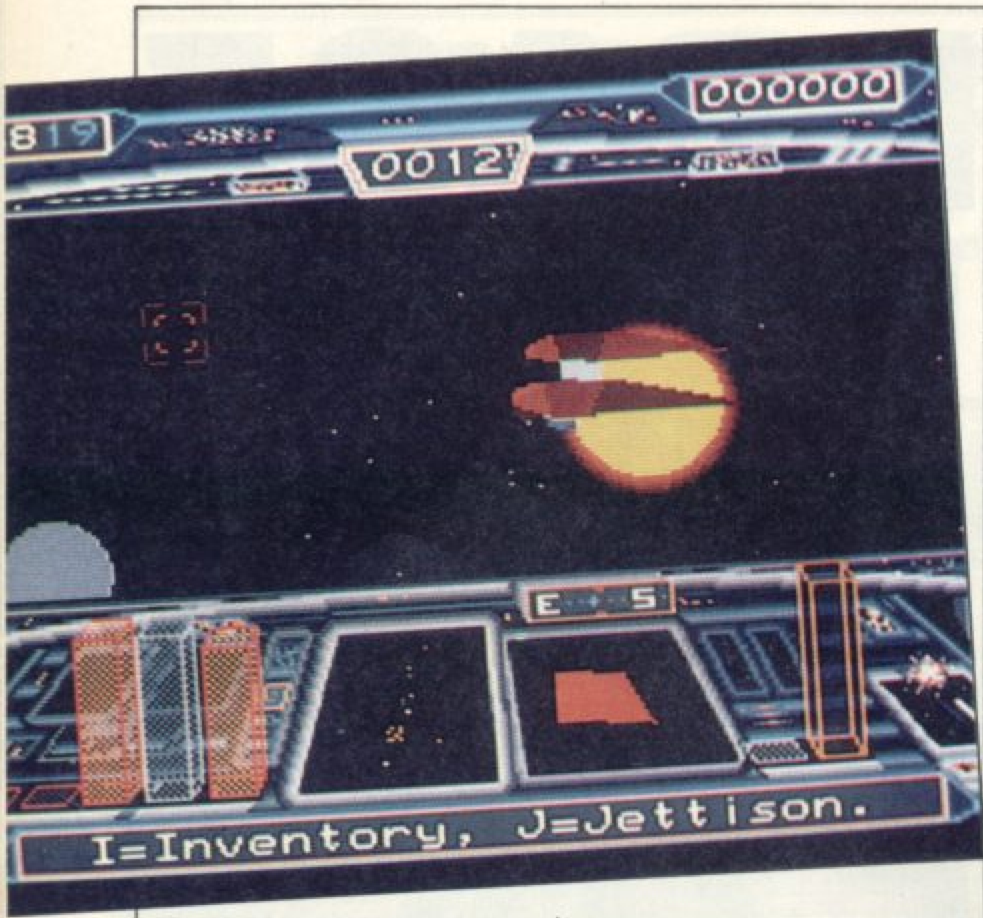
What do they think they are doing? Why are software houses so incapable of producing software to match the capabilities of these two powerful computers? If it wasn't for people like Argonaut, Cinemaware and Melbourne House producing games such as *Starglider 2*, *Rocket Ranger* and *Xenon* then I don't think Commodore and Atari would have actually sold any machines to your average games player.

What's happening with the Amiga? It has eight times the ST's colour palette it has eight sound channels in four stereo pairs, multi-tasking, hardware scrolling, hardware controlled sprites and an 880k drive. So why are software houses producing games on the Amiga with jerky scrolling and worse sound effects than the ST! When are they going to get their act together and start programming the





PRESS ANY KEY



ST and Amiga properly, before they loose the support of potential buyers?
Owen Strong, Kent.

In the early days of 16 bit the majority of software houses were simply porting their previous releases across to the new format without making any substancial alteration to the games. Of course, this still goes on but titles such as the ones you mention demonstrate that some publishers are learning to put their money where their mouths are in terms of development. This pattern will change as 16 bit becomes more established, but as ST game sales substancially outnumber the Amiga this explains the current disparity.

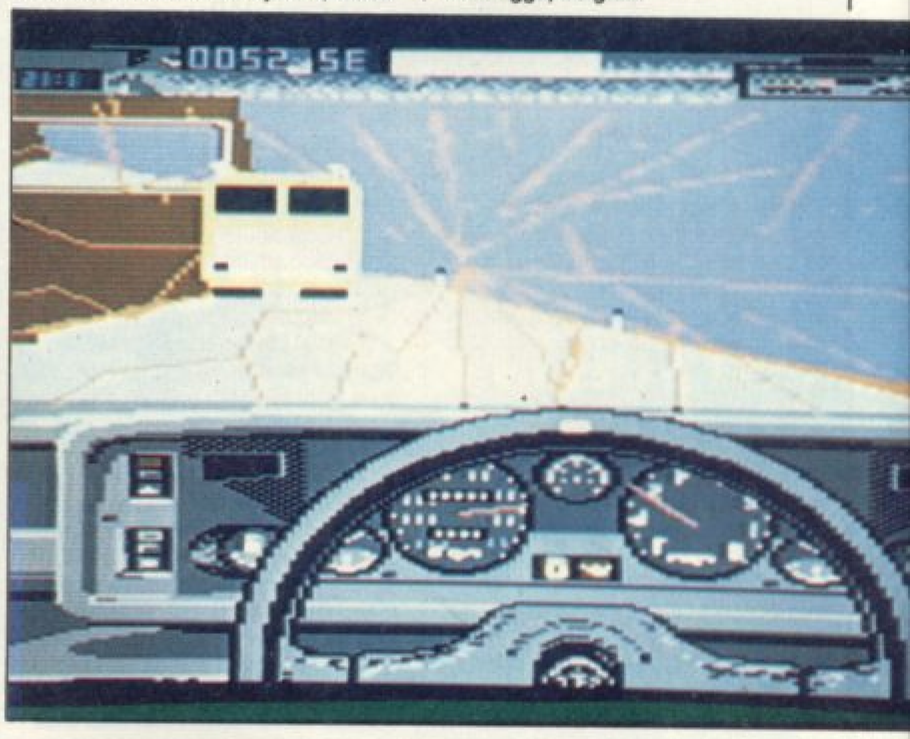
SQUASHED PIXELS

Dear Games Machine
Since I bought my Amiga I've had the pleasure of enjoying some great graphics, but I've noticed the differences between American NTSC and European PAL formats.

Amiga games mostly use low resolution, that means 320x200 pixels – which is full-screen NTSC. Low resolution PAL however is 320x256 pixels, so Amiga games don't fill our European screens completely. This means that if games were written on an NTSC-system, we are playing 'squashed' versions of them over here.

The cars in *Test Drive* for instance have oval wheels, but I'm sure that on an NTSC screen the same wheels are perfectly circular. I compared screen shots from *Test Drive* in TGM with screen-shots in an American magazine and the difference in screen-height was obvious.

Given that PAL users are only getting 79% of the screen, maybe NTSC games should be 21% cheaper! **Walter Verbrugge, Belgium**





ANOTHER BOAR

Dear Games Machine
Just what is wrong with the gorgeous Miss Dash and the hilarious Cutey poo? If you want to get rid of something, cut out the totally naff Cyberpunk series. It is so boring.

My next complaint is about the adverts of scantily clad women – not about the advertisers themselves but about the perverts that complain about them. Just what is wrong with the human body? I consider it to be a beautiful thing, don't you? What if a natural beauty spot was used to advertise *Psycho Pigs UXB*? Would you scream scandal then?
R.Robert, S.Humberside.
The fact that the Psycho Pigs ad has generated such interest proves, as ever, that there is no such thing as bad publicity.

YO! ATARI ST

Dear Games Machine
I think that the ST is a million times better than the Amiga. I have got ten ST's, five 520's and five 1040's together with divers mono and colour monitors, hard disks, external drives and sundry other ST orientated peripherals. At the moment I am saving up for another ST, which will take my collection to 11 in total.

I think the graphics on the ST are a million times better than the Amiga, and the sound chip is also a million times better. There is far more software for the ST, and it is all of a much higher quality than that of its 16 bit cousin.

The Atari ST has completely changed my life. Ever since I bought my first Atari ST I have felt more fulfilled and at peace with myself. I would say that my new found spiritual awareness and perception of the universe as a nouminal sea of brilliantly transcendental light has been due to my interest in the ST, and I would recommend that anyone who feels the first signs of hopelessness or despair rushes out and buys a 1040 immediately.

Atari ST's are wizzo.

PS. After a five year affair I am shortly to be married to a 520 with colour monitor.

PPS. I don't know what all the fuss is about concerning sexism in computer ads. I wouldn't mind a picture of ME being used in this blatantly exploitative way, but I think it's extremely unlikely because I'm so hideously ugly that when I was born the midwife slapped my mum.
A.S.Tee, Worcs.

YO! AMIGA

Dear Games Machine
Everyone knows that the Amiga is ten million times better than the ST because of its blitter chips.

I would willingly sell my dads house and all of my possessions, including my favourite football, in order to buy a bigger and better Amiga.

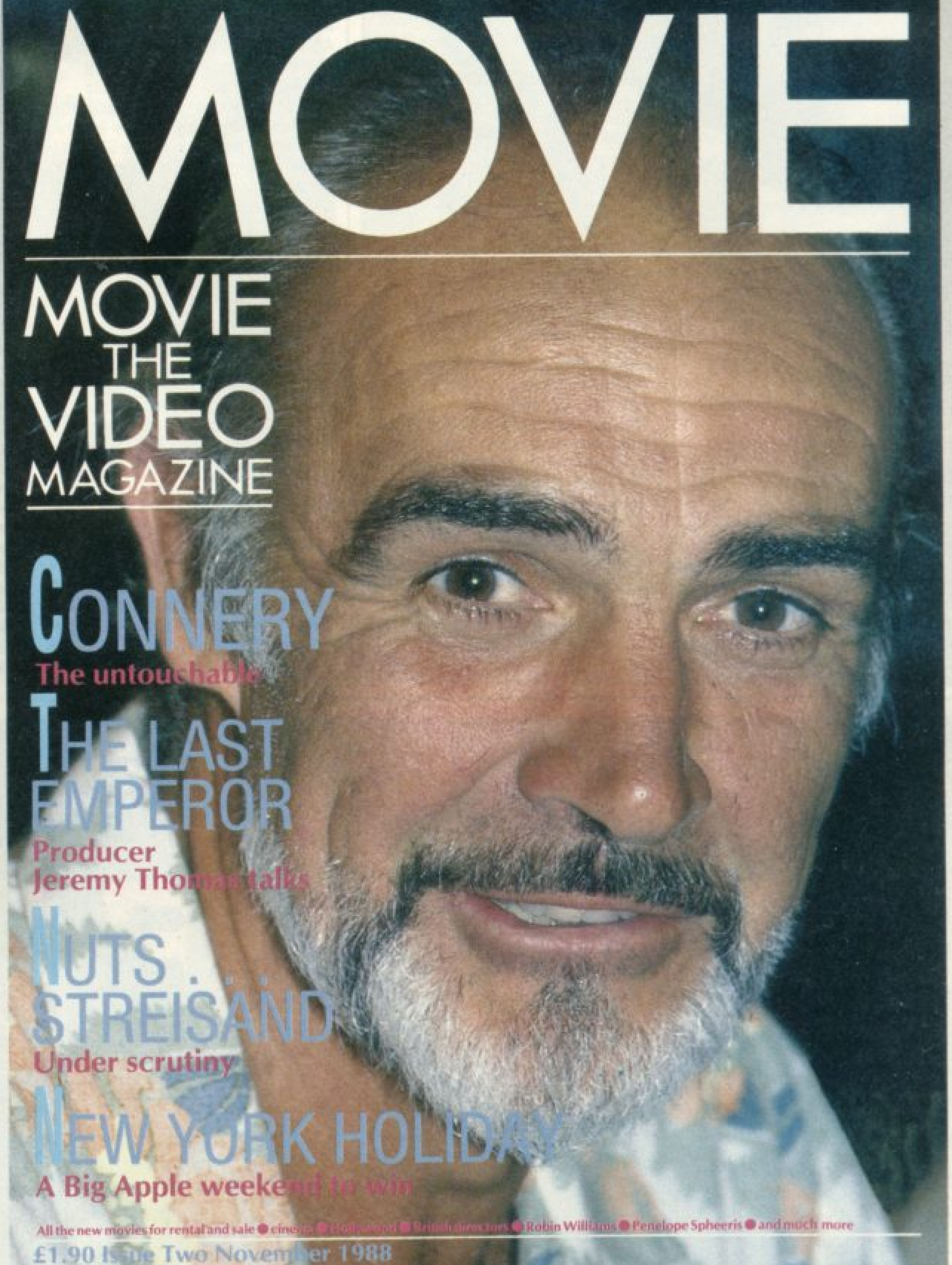
When can we expect the mega-Amiga? Simple maths tells us that this must be 1000000000 better than then ordinary Amiga which is itself ten million times better than the ST. I've heard rumours that the graphics on this new wonder machine are so good that they're actually *better* than reality. Just imagine that – the mega-Amiga will be able to simulate footy so accurately that it will actually *spew mud* out of the side of the monitor and grow legs at the appropriate moments so that it can knee you in the goolies. The possibilities are endless. With the Mega-Amiga you'll be able to actually kill lifesize Russians, and get away with it! Yo Amiga!

I think ST owners should be lined up against a big wall and shot. The Amiga is marvellous, and I won't hear a word said against it.

PS. What's with these perverts who take offence at the use of scantily clad women in computer ads. They must be bonkers. I bet they're all writing from Greenham Common. It's perfectly natural for boys of my age to take a healthy interest in the female form, and anyone who doesn't must be warped.
Yours sincerely, **A.Miga, Bradford. (Aged 54).**

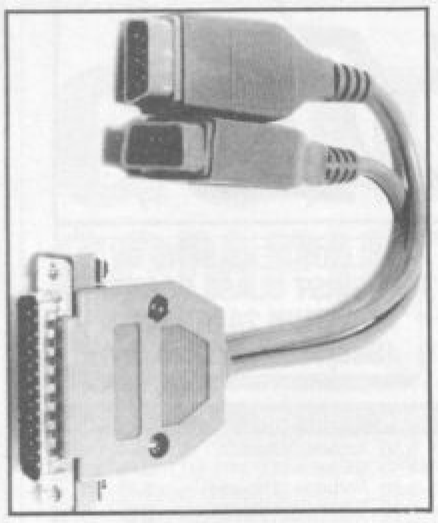
Come on you 'orrible lot! Let's have some sensible letters that your mothers would be proud of. This months £40 worth of software has been retained because we know you can do better. As an amazingly generous incentive, the top letter next month is going to get an amazing £80 worth of software! Get those letters, hints, tips and winges in now! March 'em off to READERPAGE, TGM, *PO Box 10, Ludlow, Shropshire SY8 1DB.*

Frankie went to Hollywood. Now Newsfield are too.

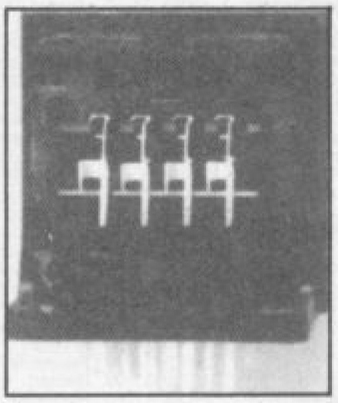


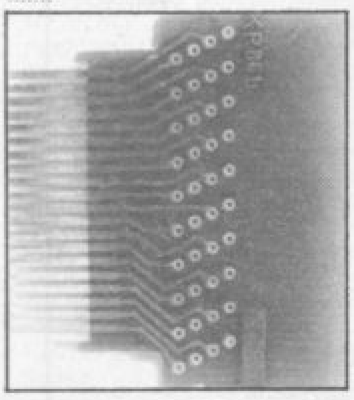
MOVIE – The Video Magazine. It's out.

MOVIE is the new monthly for the film and video world, published by the same people as TGM. Issue Two is out this month – 100 feature-packed pages on who's who and what's what on the screen PLUS a 16-page Francis Ford Coppola supplement, latest in a 12-part series! MOVIE – The Video Magazine. £1.90 from all good newsagents. Subscriptions available – see MOVIE for details.



BACK BYTES





CONTENTS

BEST BYTE

ACCESS CARD HOTLINE 0732 770508

2 QUARRY GARDENS, TONBRIDGE, KENT TN9 2SG

PROBABLY THE CHEAPEST SOFTWARE PRICES IN THE UK.
SPECIAL OFFERS TO TGM READERS UP TO 40% OFF RRP

ALL ORDERS SENT BY FIRST CLASS POST WITHIN 24 HOURS (Subject to availability)

ATARI ST	RRP	OUR
5 Star Compilation	24.95	14.90
Action Service	19.95	11.90
Barbarian II	14.99	9.50
Beyond Ice Palace	19.99	11.90
Blazing Barrels	19.95	11.90
Captain Blood	24.95	14.90
Carrier Command	24.95	14.90
Chrono Quest	29.95	17.90
Corruption	24.95	14.90
Cybernoid	19.99	15.35
DT Olympic Challenge	19.95	11.90
Double Dragon	19.99	11.90
Driller	24.95	14.90
Dungeon Master	24.95	14.90
Elite (out now)	24.95	14.90
Empire Strikes Back	19.95	11.90
Exolon	19.99	15.35
F16 Combat Pilot	24.95	14.90
Fed. Free Trad. end nov	29.99	22.95
Fish!	24.95	14.90
Football Director 2	19.99	11.90
Football Manager 2	19.99	11.90
4×4	19.99	15.35
Guerilla War	19.95	11.90
Hostages	24.95	14.90
Hot Ball	24.95	14.90
Hell Bent	19.95	11.90
IK+	19.99	11.90
Kennedy Approach	24.95	14.90
Lancelot	19.95	11.90
Leaderboard Birdie	19.99	15.35
Legend of Sword	24.95	14.90
Live & Let Die	19.99	11.90
Luxor	14.95	9.50
Mafdet	14.95	9.50
Motorbike Madness	14.99	9.50
Motor Massace	19.99	15.35
Nebulus	19.99	15.35
Nether World	19.99	15.35
Off Shore Warrior	19.95	11.90
Oids	19.95	11.90
Operation Wolf	19.95	11.90
Outrun	19.95	15.35
Overlander	19.99	11.90
Pac Mania	19.95	11.90
Platoon	19.95	11.90
Pool of Radiance	24.99	19.15
Pro Copy (new version)	34.95	26.90
Quantum Paint	24.95	14.90
S.D.I.	19.99	13.50
Shadowgate	24.99	14.90
Sidewinder	9.99	6.40
Sky Chase	19.95	11.90
Soldier of Light	19.99	11.90
Space Harrier	19.99	11.90
Space Racer	19.99	11.90
Speedball	24.99	14.99
STAC	39.95	25.90
Star Goose	19.95	11.90
Star Ray	19.95	11.90
Starglider 2	24.95	14.90
STOS	29.95	19.90
Super Hang On	19.99	11.90
Thundercats	19.99	11.90
Time and Magik	19.95	11.90
Ultima IV	24.95	15.50
Ultimate Golf	19.99	15.35
Verminator	24.95	14.90
Veteran	14.95	9.50
Victory Road	19.95	11.90
Virus	19.95	11.90
Vroom	19.95	11.90
Where Time Stood Still	19.95	11.90
Whirligig	19.95	11.90
Zynaps	19.99	15.35

AMIGA	RRP	OUR
Alien Syndrome	24.99	14.90
Alternate Reality City	19.95	11.90
Blazing Barrels	19.95	11.90
Bubble Ghost	24.95	14.90
Buggy Boy	24.99	14.90
Capone	29.95	17.90
Captain Blood	24.95	14.90
Carrier Command	24.95	14.90
Chrono Quest	29.95	17.90
Corruption	24.95	14.90
Cybernoid	19.99	15.35
DT Olympic Challenge	24.95	14.90
Double Dragon	19.99	11.90
Driller	24.95	14.90
Dungeon Master	29.95	17.90
E. Edwards Super Ski	19.99	11.90
Elite	24.95	14.90
Empire Strikes Back	19.95	11.90
Espionage	19.95	11.90
4×4	24.99	19.15
Fish	24.95	14.90
Football Manager 2	19.99	11.90
Garfield	24.99	14.90
Guerilla War	24.95	14.90
Helter Skelter	14.95	9.50
Heroes of the Lance	24.99	19.15
Hot Ball	24.95	14.90
Ikari Warriors	24.99	14.90
International Soccer	19.95	11.90
Lancelot	19.95	11.90
Leaderboard Birdie	24.99	19.15
Leatherneck	19.95	11.90
Legend of Sword	24.95	14.90
Live & Let Die	24.99	14.90
Menace	19.95	11.90
Motorbike Madness	14.99	9.50
Motor Massacre	19.99	15.35
Nebulus	19.99	15.35
Netherworld	19.99	15.35
Obliterator	24.95	14.90
Off Shore Warrior	24.95	14.90
Oops!	19.95	11.90
Operation Wolf	24.95	14.90
Outrun	24.99	19.15
Pac Mania	19.95	11.90
Photon Paint	69.99	44.90
Platoon	24.95	14.90
Pow!	29.95	17.90
Return of Jedi	19.99	11.90
Rocket Ranger	29.95	17.90
Roy of Rovers	19.99	11.90
Scrabble Delux	19.95	11.90
Sentinel	19.95	11.90
Shoot 'em up Cons. Kit	24.99	15.90
Sidearms	24.99	19.15
Space Harrier	24.99	14.90
Space Racer	19.99	11.90
Star Ray	24.95	14.90
Starglider 2	24.95	14.90
Summer Olympiad	19.95	11.90
Tetra Quest	19.95	11.90
The Kristal	29.99	17.90
Three Stooges	29.99	17.90
Thundercats	24.99	14.90
Time and Magik	19.95	11.90
Ultimate Golf	19.95	15.35
Ultima IV	24.95	15.50
Uninvited	29.99	17.90
Universal Military Sim	24.95	14.90
U.M.S.	24.95	15.50
Victory Road	24.95	14.90
Virus	19.95	11.90
Vroom	19.95	11.90
Whirligig	19.95	11.90
Zynaps	19.99	15.35
1943	24.99	19.95

SPECTRUM	CASS	DISK
19	6.40	
Arcade Collection	6.90	11.50
Barbarian (Psyg.)	6.40	
Barbarian II	6.40	9.50
Beyond Ice Palace	5.30	8.50
Cybernoid 2	6.75	10.65
DT Olympic Challenge	6.40	9.50
Darkside	6.40	9.50
Dynamic Duo	5.30	
Empire Strikes Back	6.40	9.50
Espionage	5.90	9.50
4×4	6.45	12.25
F. Bruno Big Box	8.50	10.90
Fernandez Must Die	5.30	8.50
Fists & Throttles	8.50	9.50
Football Manager 2	6.40	9.50
Foxx Fights Back	5.90	8.50
GI Hero	5.30	
G Lineker's Hotshot	6.70	10.65
G Linekers Super Skills	6.75	10.65
Game Set & Match	8.90	11.50
Game Set & Match 2	8.90	11.50
Games Winter Edition	8.25	10.65
Gold Silver Bronze	12.95	16.75
Gorilla Wars	5.30	9.50
Heroes of the Lance	8.25	12.25
History in Making	20.95	
Impossible Mission II	7.45	10.65
Jinxter		10.90
Lancelot	9.50	12.80
Last Ninja 2	9.30	
Leaderboard Par 3	12.25	15.35
Live & Let Die	5.90	9.50
Marauder	6.75	10.65
Matchday II	5.30	9.50
Mega Games 1	10.45	12.75
Mickey Mouse	6.75	10.65
Motor Massacre	8.25	12.25
Oops!	5.30	9.50
Operation Wolf	5.30	9.50
Overlander	5.30	8.50
Pac Mania	5.90	9.50
Pepsi Chall. Mad Mix	6.75	10.25
Pink Panther	6.75	10.65
Pro BMX Sim	4.20	
Pro Soccer Sim	6.40	
R Type	7.20	
Rambo III	5.30	9.50
Rastan	5.30	9.50
Robocop	5.30	9.50
S.D.I.	7.20	
Salamander	5.30	9.50
Samurai Warrior	5.30	8.50
Savage	5.90	
Skate Crazy	6.75	10.65
Soldier of Fortune	5.30	
Summer Olympiad	5.30	
Summertime Special	8.75	15.85
Super Sports	6.75	10.65
Supreme Challenge	8.90	10.90
T-Wrecks	6.75	10.65
Taito Coin-Op Hits	8.90	11.50
Ten Great Games III	8.75	
Terrapods	6.40	
The In Crowd	8.90	11.50
Time and Magik	9.50	9.50
Total Eclipse	6.40	9.50
Tracksuit Manager	6.40	
Trivial Pursuit 2	9.50	12.80
Typhoon	5.30	9.50
Victory Road	5.30	9.50
Vindicator	5.30	9.50
Virus	5.30	8.50
We are the Champions		
Where Time Stood Still	5.30	8.50

CBM 64	CASS	DISK
19	6.40	9.50
Arcade Collection	6.90	11.50
Barbarian II	6.40	8.50
Battle Island	6.40	9.50
Beyond Ice Palace	6.40	7.90
Captain Blood	6.40	9.50
Corruption		10.90
Cybernoid 2	8.25	12.25
DT Olympic Challenge	6.40	9.50
Darkside	6.40	8.50
Dynamic Duo	6.40	8.50
Echelon	10.65	12.25
Empire Strikes Back	6.40	8.50
4×4	8.25	12.25
F. Bruno Big Box	8.50	9.50
Fernandez Must Die	5.90	8.50
Fists & Throttles	8.50	9.50
Football Manager 2	6.40	9.50
Foxx Fights Back	5.90	8.50
GI Hero	6.40	9.50
G. Lineker Super Skills	8.25	12.25
G. Lineker Hotshot	8.25	12.25
Game Set & Match	8.90	11.50
Game Set & Match 2	8.90	11.50
Games Winter Edition	8.25	12.25
Gold Silver Bronze	12.95	16.75
Gorilla Wars	5.90	9.50
Heroes of the Lance	8.25	12.25
History in Making	20.95	24.75
Last Ninja 2	9.30	10.50
Lancelot	9.50	9.50
Leaderboard Par 4	12.25	14.75
Live & Let Die	6.40	9.50
Marauder	8.25	12.25
Matchday II	5.90	9.50
Mega Games 1	10.95	12.75
Mickey Mouse	8.25	12.25
Motor Massacre	8.25	12.25
Netherworld	8.25	12.25
Oops!	6.40	9.50
Operation Wolf	5.90	9.50
Overlander	6.40	7.90
Pepsi Chall. Mad Mix	6.75	10.25
Pool of Radiance	15.35	19.15
President is Missing		8.50
Rambo III	5.90	9.50
Red Storm Rising	9.50	12.80
Rocket Ranger		9.50
Salamander	5.90	9.50
Savage	6.40	8.50
Skate Crazy	8.25	12.25
Soldier of Fortune	6.40	8.50
Star Bay		9.50
Street Sport Soccer	8.25	12.25
Summer Olympiad	6.40	9.50
Summertime Special	8.75	15.85
Super Sports	8.25	12.25
Supreme Challenge	8.90	10.90
Taito Coin-op Hits	8.90	11.50
Ten Great Games III	8.75	
Terrapods	6.40	9.50
The In Crowd	8.90	11.50
Three Stooges		9.50
Times of Lore	6.90	8.90
Total Eclipse	6.40	8.50
Tracksuit Manager	6.40	
Triv Pur 2	9.50	12.80
Typhoon	5.90	9.50
Ultima V (4 disks)		15.50
Ultimate Golf	8.25	12.25
Victory Road	5.90	9.50
Vindicator	5.90	9.50
We are the Champs	6.90	11.50
Zork 1	6.40	
X-terminator	6.40	9.50

AMSTRAD	CASS	DISK
Arcade Collection	6.90	11.50
Barbarian II	6.40	9.50
Barbarian (Psygn)	6.40	
Beyond Ice Palace	6.40	9.50
Captain Blood	6.40	9.50
Cybernoid 2	8.25	12.25
DT Olympic Challenge	6.40	9.50
Darkside	6.40	9.50
Dynamic Duo	5.90	9.50
Empire Strikes Back	6.40	9.50
Espionage	5.90	9.50
4×4	8.25	12.25
F. Bruno Big Box	8.50	10.90
F15 Strike Eagle	6.40	9.50
Fernandez Must Die	5.90	8.50
Fists & Throttles	8.50	9.50
Flintstones	5.90	8.50
Football Manager 2	6.40	9.50
GI Hero	5.90	9.50
G L Hotshot	8.25	12.25
G. Lineker Super Skills	8.25	12.25
Game Set & Match	8.90	11.50
Game Set & Match 2	8.90	11.50
Games Winter Edition	8.25	12.25
Gold Silver Bronze	12.95	19.65
Guerilla Wars	5.90	9.50
Guild of Thieves		12.80
Gunship	9.50	12.80
Heroes of the Lance	8.25	12.25
History in Making	20.95	24.75
Ikari Warriors	6.40	9.50
Impossible Mission II	8.25	12.25
Jinxter		12.80
Lancelot	9.50	12.80
Last Ninja 2	9.30	10.50
Leaderboard Par 3	12.25	15.35
Live & Let Die	6.40	9.50
Marauder	8.25	12.25
Matchday II	5.90	9.50
Mega Games 1	10.95	12.75
Mickey Mouse	8.25	2.25
Mini Office II	9.50	14.40
Motor Massacre	8.25	12.75
Operation Wolf	5.90	9.50
Overlander	6.40	9.50
Pepsi Chall. Mad Mix	6.75	10.25
Pro Soccer Sim	6.40	
Rambo III	5.90	9.50
Salamander	5.90	9.50
Samurai Warrior	5.90	9.50
Savage	5.90	9.50
Skate Crazy	8.25	12.25
Summertime Special	8.75	15.85
Supreme Challenge	8.90	10.90
Taito Coin-op Hits	8.90	11.50
Target Renegade	5.90	9.50
Ten Great Games III	8.75	
The In Crowd	8.90	11.50
Total Eclipse	6.40	9.50
Triv Pur 2	9.50	12.80
Typhoon	5.90	9.50
Victory Road	5.90	9.50
Vindicator	5.90	9.50
We Are the Champions	6.90	11.50

3.5" DSDD DISKS UNBRANDED 135TPI 95p EACH MIN 10

FREE microdealer cover up token with every £5 (RRP) worth of software (while offer lasts) collect tokens for FREE games, T-Shirts etc.

PLEASE SEND ME THE FOLLOWING ITEMS — BEST BYTE ORDER FORM — TGM NOV

MICRO	ITEM	AMOUNT
	TOTAL	

Name..

Address..

....

....

Method of Payment: (Please tick) ☐ PO ☐ Cheque ☐ Access

Signature..

Access Card No..

All items include first class postage and VAT, and are dispatched within 24 hours subject to availability.
To order send this form with payment payable to 'Best Byte' or phone our 24 hour Access card hotline 0732 770508.
Overseas orders add £1.50 per item, outside Europe add £3.00 per item for Air Mail. Mail order only. Sorry no visa cards

BEST BYTE (DEPT TGM12), 2 QUARRY GARDENS, TONBRIDGE, KENT TN9 2SG

GUIDE TO COMPUTER SYSTEMS

Most people know what they want in a computer, but it's not always easy to find out the exact details of who offers what – particularly when new hardware is surrounded by even more hype and technojargon than the latest games.

You may want to spend the rest of your life in joyous harmony with an Acorn Archimedes, but do you know what its screen resolution really is, or how many notes it can play?

You may want to take part in the perennial ST vs Amiga argument, but where do you find the facts?

Here – and armed with this information you can bravely waltz into your local dealer and say 'I know what I want so give it to me'. It's also guaranteed to break the ice at parties.

For each machine we've listed:

● *PRICE* (usually the recommended retail price), *including* VAT – unlike some reports. Computers are being sold with 'bundles' (software, joystick etc) more and more often, and prices change frequently. Sometimes particular high-street shops offer their own bundles, so shop around and watch TGM for advance reports.

● *MEMORY* – don't be fooled by demos or publicity which show an apparently cheap machine running fantastically sophisticated software. Many computers – the ST, for instance – come in different versions with different memories, and because of chip prices, memory is currently very expensive. This is particularly important in packages using digitised graphics or sampled music.

A few expensive models have hard disks – literally that, hard disks built into the computer. They're useful for storing frequently-used applications software, because you can load from them much quicker than from a disk or tape drive ('external drive'). But for gamers, they're really a waste of money.

● *PROCESSOR*. The important aspects of a processor are a) word length and b) speed. A high word length and high speed mean complex graphics can move very quickly (and number-crunching in applications like databases is speeded up too).

Word length is usually 8, 16 or 32 bits – a 16-bit machine can process twice as much information at one go as an 8-bit machine. Speed is measured in megahertz (MHz), which means 'million words processed per second'.

So a machine like the Sinclair Professional PC, which has a 16-bit processor running at 8Mhz, munches 8 million words, each 16 bits long, every second.

Most personal computers have one processor to do everything; some, like the Amiga, also have 'dedicated' processors to handle graphics and sound, which speeds them up.

● *RESOLUTION*, or the number of pixels on the screen. High resolutions mean more detailed, realistic graphics.

Resolution is measured with two numbers: number of pixel rows across the screen x number of pixel rows down the screen. An average decent display is 320x200.

However, high resolutions can generally use fewer colours together on the same screen, because they take more memory. Under this heading we've noted how many colours are available onscreen at any one time.

● *COLOUR PALETTE* – the total number of colours available on the computer (though not at the same time!).

● *SOUND*. The important factors here are channels (the number of different pitches that can be played at a time) and pitch range (measured in octaves – an octave is the distance from, say, one C to the next on the piano).

More channels give a richer, less tinny sound.

● *VIDEO*. Most games computers can be connected to the TV or to a monitor, via a lead which plugs into a port.

Today, most monitor output is the high-quality RGB standard. But some older machines (such as BBC and MSX micros) use composite video output, which doesn't allow such high resolution.

● *SOFTWARE FORMAT*. Software comes on tape, disk or (for consoles) cartridge. Generally this isn't a factor in purchasing – if the machine is important enough, people will produce software for it. However, there are a few considerations . . .

Tapes are notoriously slow to load (and less reliable than disks). Amstrad 3-inch disks are used *only* on its CPC and PCW models, which means graphics, words etc stored on them cannot be used in another machine without communications software and hardware.

And if you buy a PC-compatible, try to go for one with a 3.5-inch disk drive – 5.25-inch disks are fast becoming unpopular, and the software supply in that format may dry up.

Also, if you're doing more than playing games, make sure the machine can format large-memory disks (all blank disks must be formatted before use). It's pointless writing a 450K masterpiece if all you've got is an Atari 520 STFM – yes, the memory can handle it, but this model can only format disks up to 360K.

Blank disks usually cost around £3.

● *PORTS*. Joysticks, printers, modems, mice, MIDI music equipment, extra disk drives etc all plug into special ports. Make sure the model you choose has all the ports you need – and where salesmen are concerned, never take 'probably' for an answer.

● *SOFTWARE*. It's obvious but . . . that incredibly fast, cheap new wonder is useless unless there are some games to run on it!

32-BIT

ACORN ARCHIMEDES

PRICE Cheaper models range from £801.60 for the Archimedes 305 – which includes the keyboard, mouse and one external disk drive – to £1,280 for the Archimedes 310M which also has a colour monitor and PC emulator (so it can run PC software).
MEMORY 305 models 512K, 310 models 1Mb.
PROCESSOR 32-bit Acorn ARM, 4MHz. RISC (Reduced Instruction Set Computing) technology increases processor speed.
RESOLUTION 320x256 (up to 256 colours on screen), 640x256 (up to 16 colours on screen) and 640x512 (up to 16 colours on screen but needs a multisync monitor). Great potential for graphics.
COLOUR PALETTE 4,096 colours and shades.
SOUND 16 channels (8 left and 8 right). 6-octave range. One built-in speaker but stereo output is available. Excellent sound chip rivals many low-cost synthesizers.
VIDEO Composite video and RGB outputs. No TV output.
SOFTWARE FORMAT 3.5-inch disks. Formats to 800K.
PORTS 9-pin mouse socket. 3.5mm stereo jack. RS423 serial. Centronics-compatible parallel. I/O interface. IEC 320 video outlet. 64-way DIN. 41612 expansion port. But for MIDI a £79.35 expansion card is necessary.
SOFTWARE Despite gloomy talk, there are over 200 releases for the Archimedes – but only 13 games at last count! These include Terramex and the famous Zarch, both at £19.95 (some £14.95 titles available too). Terramex requires a 310 model, but most run on the 305. There are arcade and adventure construction kits, some impressive graphics software and essentially one music package (EMR Arpeggio Music System, £29.95).

16-BIT

ATARI ST

PRICE 520 STFM £299.99, 1040 STF £599.99. Both have one built-in external disk drive. Often available with a lot of 'free' software. Also Mega ST2 (£1,034.99 with mono monitor) and Mega ST4 (£1,379.99 with mono monitor).
MEMORY 520 model 512K, 1040 model 1Mb, Mega ST2 2Mb, Mega ST4 4Mb.
PROCESSOR 16-bit Motorola 68000, 8 MHz.
RESOLUTION 640x400 in monochrome display, 640x200 in 4-colour display and 320x200 with 16

PRESS ANY KEY

colours onscreen.
COLOUR PALETTE 512 colours and shades.
SOUND 3-channel 8-octave through built-in speaker.
VIDEO RGB. TV port on 520 model, and expected for future 1040 models.
SOFTWARE FORMAT 3.5-inch disks. 520 model formats to 360K, 1040 model to 720K.
PORTS 5-pin MIDI in and out. RGB. Serial modem. Two mouse/joystick ports. Cartridge. Second disk drive. Hard disk. TV port (only on 520 model at present).
SOFTWARE Support for the ST has been rapidly growing during 1988. Most new 8-bit releases are now converted to the ST. Though the sound chip is poor compared with the C64 and the Amiga, the ST now dominates music software because of the built-in MIDI ports.

COMMODORE AMIGA

PRICE The Amiga A500 including one built-in external disk drive, 'free software' and a TV modulator is £399.99. Without software and modulator, they can be found cheaper if you shop around. The Amiga A1000 is only available second-hand. The Amiga A2000 starts at £1,236. Packages including the A2000, a monitor and a hard disk are also available.
MEMORY A500 model 512K, A1000 model 256K, A2000 model 1Mb.
PROCESSOR 16-bit Motorola 68000, 7.14 MHz. The processor runs slightly slower than the ST's but specialist graphics, video and sound chips effectively make the Amiga faster than the ST for games.
RESOLUTION Several modes from 320x200 (32 colours onscreen) to 640x400 (16 colours onscreen). Some art packages offer an additional Hold And Modify (HAM) mode which allows all 4,096 colours on screen.
COLOUR PALETTE 4,096 colours and shades.
SOUND 4-channel, 9-octave range. Stereo output through monitor, TV or hi-fi system. Built-in synthesizer 'speaks' typed-in text.
VIDEO No built in TV port but a modulator is available. RGB output to monitor.
SOFTWARE FORMAT 3.5-inch disks. Formats to 880K.
PORTS Audio left and right, two joystick/mouse, serial RS232, Centronics parallel, RGB, additional disk drive, monochrome video, expansion bus. No built-in MIDI port – a serious problem for musicians.
SOFTWARE More is coming out, but on the games front the Amiga is still behind the ST and 8-bit computers. Over 1,000 business and applications programs are available.

PC-COMPATIBLES

NOTE The original PC was produced by IBM in 1982. But though IBM are still the largest single PC producer, selling about 28% of all PCs, dozens of others produce 'compatibles' which run the same software and are often seen as better value.
PRICE Prices start from £343.85 (Sinclair Professional PC) and rise . . . to well over £4,000.
MEMORY From 512K upwards.
PROCESSOR 16-bit Intel 8086, 8088 or similar. Speed on cheap machines ranges from 4.77 MHz (eg Commodore PC1) to 8MHz (eg Amstrad PC1640).
RESOLUTION Originally designed as a business machine, the PC had very basic graphics. But there are now three PC graphics standards:

- CGA (Colour Graphics Adapter), at 320x400 (4 colours) or 640x200 (mono);
- EGA (Enhanced Graphics Adapter) at 640x350 (16 colours);
- and VGA (Video Graphics Adapter) at 640x480 (16 colours). But this is rare and expensive, and doesn't work with many monitors.

Some PC-compatibles have built-in CGA, EGA or VGA – check which – and add-on graphics boards (or 'display adapters') are now available from about £100.
COLOUR PALETTE EGA 64 colours and shades, CGA 16.
SOUND One channel, but the speed of the processor allows pseudo-three-channel sound to be produced. Not designed as a music machine.
VIDEO No TV port. Output usually via RGB.
SOFTWARE FORMAT Older models mainly have one or two external drives for 5.25-inch disks, but 3.5-inch disks and drives are taking over. All drives format disks to 340K.
PORTS Vary from model to model. Most have expansion, RS232 and Centronics parallel ports.
SOFTWARE Huge range of utilities – word processors etc (because over 24 million PC users worldwide). Also more games than you might expect, largely because of the many PC game-players in America. However, poor display and sound are problems and PC-compatibles are not recommended if you're only into games, graphics or music. If buying a PC for utilities, check which version of MS-DOS or PC-DOS operating system is supplied – a primitive version older than MS-DOS 3.2 or PC-DOS 2.X may cause problems.

8-BIT

AMSTRAD CPC

PRICE The CPC464 (built-in tape deck) is £199 with green-screen monitor or £299 with colour monitor. CPC664 models are no longer produced. The CPC6128 (one built-in external disk drive) is £299 with green-screen monitor or £399 with colour monitor.
MEMORY CPC464/CPC664 64K, CPC6128 128K.
PROCESSOR 8-bit Zilog Z80, 4 MHz.
RESOLUTION 160x200 (up to 16 colours onscreen), 320x200 (4 colours) or 640x200 (mono).
COLOUR PALETTE 27 colours and shades.
SOUND 3-channel 8-octave through built-in speaker, but stereo output is available. Sound quality is reminiscent of early arcade machines. No MIDI ports.
VIDEO Monitor supplied with all models. RGB sync output.
SOFTWARE FORMAT Tape or 3-inch disk. Disk drives format to 180K on each side.
PORTS CPC464 has Centronics parallel, 6-pin DIN RGB with sync luminance, 3.5mm stereo socket, joystick, PCB extension port for disk drive and RS232C interfaces. CPC664/6128 have Centronics parallel, 6-pin DIN RGB with sync luminance, 3.5mm stereo socket, joystick, cassette port, PCB extension port and second disk drive port.
SOFTWARE Most Spectrum and C64 games are converted to the CPC but they tend to run slightly slower. Also a good selection of word processing, graphics and music packages.

COMMODORE C64/C128

PRICE C64 is £149.99 including dedicated Commodore cassette deck and ten games. C128D including disk drive £399.99.
MEMORY C64 64K, C128/C128D 128K.
PROCESSOR C64 8-bit 6510 2MHz, C128/C128D 8-bit 6502 plus 8-bit Zilog Z80, 4MHz.
RESOLUTION C64 320x200 (8 colours onscreen, but attribute system limits the number of colours that can be placed adjacent to each other). C128/C128D in 128K mode has a resolution of 640x200.
COLOUR PALETTE 16 colours and shades.
SOUND 3-channel 8-octave sound chip which outputs through the monitor/TV. The 6581 SID chip (Sound Interface Device) is one of the most sophisticated sound chips on a 8-bit computer.
VIDEO TV ports on all models. C64 has a composite video port, C128/C128D both have RGB ports for an 80-column display.
SOFTWARE FORMAT Tape or 5.25-inch disk (C128D only). Two external 5.25-inch drives are available at extra cost from Commodore – the C1541 (formats to 140K) and the C1571 (formats to 340K). Blank disks very cheap but easily damaged.
PORTS RGB (C128/C128D), composite video (C64), two joystick ports, cassette, TV, expansion port, serial (nonstandard), user port.
SOFTWARE The Commodore 64 is an old computer with years' worth of games and utilities, many imported from America. Many users, so new software likely to flow for some years yet. Z80 chip on C128/C128D allows it to run software written for CP/M operating systems (as found on Amstrad 'Joyce' PCW8256, PCW9512, and CPC6128, and Spectrum +3).

SINCLAIR ZX SPECTRUM

NOTE The Spectrum, now manufactured by Amstrad, has appeared in many models: 16K, 48K, 48K +, 128K +, +2 and +3. Only the last two are now available.
PRICE + 2 with built-in tape deck costs £139; + 3 with one built-in external disk drive £199. Other models available very cheap second-hand.
MEMORY Mostly obvious from names! +2 and +3 have 128K.
PROCESSOR 8-bit Zilog Z80, 4MHz.
RESOLUTION 256x192 (eight colours onscreen, but only two colours can be used in any given 8x8 block. This often causes 'colour clash' in games that use a lot of colour.)
COLOUR PALETTE 8 colours that can be increased to 16.
SOUND + 128K, +2 and +3 have 3-channel output via monitor or TV. 16K/48K/+ 48K have 1-channel output via built-in speaker.
VIDEO All have TV port. + 128K, +2 and + 3 also have RGB ports.
SOFTWARE FORMAT Mostly tape. Early models load from ordinary cassette player (extra cost), +2 has built-in tape deck. +3 takes 3-inch disks though many people prefer to use tape because of disk-loading problems; one built-in reversible single-sided external disk drive can format disks to 180K each side.
PORTS 16K/48K/= 48K expansion port, two 3.5mm jack sockets to connect the Spectrum to a tape recorder and a TV port.

= 128K has expansion port, TV port, Vero phone connector for MIDI/RS232, two 3.5mm jack sockets, RGB port, Vero phone connector for add-on keypad.

= 2 has expansion port, TV port, RGB port and Vero phone connectors as = 128K; also two nonstandard joystick ports and a 3.5mm socket for outputting sound.

= 3 is as = 128K and also has Centronics parallel printer port and port for second disk drive. Early +3s have two 3.5mm audio in/out jack sockets, later models have one which performs the same function. Also MIDI port on the later models.
SOFTWARE The Spectrum is the biggest-selling home computer in the UK and (at an informed guess) at least 2,000 games are available. Most of the great classics are Spectrum titles. Many utilities are also available, but the machine is inadequate for graphics work. Slow/unreliable loading and small memory cause severe problems with any data processing (eg accounting, word processing).

CONSOLES

NINTENDO ENTERTAINMENT SYSTEM

PRICE The standard version includes console, game controller (used instead of keyboard/joystick) and one game at £129.95. The Deluxe version includes game controller, light gun, ROB (Robotic Operated Buddy) robot and two games at £189.95.
MEMORY Not known, but software cartridges are mostly 256K.
PROCESSOR 8-bit.

RESOLUTION 256x240 (up to 52 colours onscreen).
COLOUR PALETTE 52 colours and shades.
SOUND 3-channel sound including speech synthesis played through a TV.
VIDEO TV only. The Nintendo cannot be used with a monitor.
SOFTWARE FORMAT Special unerasable Nintendo cartridge. Despite some efforts by independent firms, no disk or tape software is available for the Nintendo. The Japanese-owned manufacturer once developed a disk drive but abandoned it because of piracy problems.
PORTS Game controller, TV, cartridge.
SOFTWARE Games only, £20-£25 each. So far little software has been released in the UK, though hundreds are available in Japan and the US (see Back Bytes, TGM012). Nintendo now promise two new games per month in the UK.

PC ENGINE

PRICE £175 for console, power pack, joypad and monitor interface (RGB or SCART). Available only from *Micro Media, 32 Claygate Road, Wimblebury, Staffordshire WS12 5RN.*
MEMORY NEC, the Japanese manufacturers, are secretive. Believed to very large.
PROCESSOR Secret again. Believed to be a specially-designed 8-bit chip, though some reports say 16-bit.
RESOLUTION 320x256 (up to 32 background colours and 32 sprite colours onscreen).
COLOUR PALETTE 512 colours and shades.
SOUND 6-channel through TV or monitor.
VIDEO TV or monitor (via supplied interface).
SOFTWARE FORMAT Special unerasable PC Engine cartridge – no tapes or disks.
PORTS Cartridge slot, one joystick port, large expansion port (possibly to connect PC Engines for two-player games).
SOFTWARE Games only. About a dozen are available in the UK.



SEGA MASTER SYSTEM

PRICE Games console including light gun, game controller and one game retails at £79.95.
RESOLUTION 256x192 (up to 64 colours onscreen).
COLOUR PALETTE 64 colours and shades.
SOUND 3-channel sound played through TV.
VIDEO TV only. The Sega cannot be used with a monitor.
SOFTWARE FORMAT Special unerasable Sega cartridge – no tapes or disks,
PORTS Cartridge slot, two game controller ports (for two-player games) and TV port.
SOFTWARE Games only, mainly conversions of Sega coin-op games.

This section is updated every month and we make every effort to ensure the information is accurate. Let us know if we've missed anything!

TRYBRIDGE SOFTWARE DISTRIBUTION

TITLE	SPECTRUM CASS	SPECTRUM DISC	CBM 64 CASS	CBM 64 DISC	AMSTRAD CASS	AMSTRAD DISC
ACE	2.00	-	-	2.00	-	-
ACE OF ACES	2.95	-	2.95	-	2.95	-
ACTION SERVICE	5.95	-	6.95	9.95	6.95	9.95
ADV ART STUDIO 128	14.95	-	-	-	-	-
AFTERBURNER	7.45	10.45	7.45	10.45	7.45	10.45
AIRBORNE RANGER 128	9.95	-	9.95	13.95	-	-
ALIEN SYNDROME	6.45	-	6.45	9.95	6.45	9.95
AM. CIV. WAR VOL 1 2 or 3	-	-	-	14.95	-	-
ANDY CAPP	-	-	2.95	-	-	-
ARCTIC FOX	-	-	6.95	10.45	-	-
ANKH	-	-	1.00	-	-	-
APOLLO 18	-	-	6.95	10.45	-	-
ARCADE FORCE FOUR	7.95	-	7.95	10.95	7.95	10.95
ARC OF YESOD	2.00	-	-	-	-	2.95
ARCTIC FOX	-	-	6.95	10.45	-	-
ARKANOID	3.50	-	-	-	3.50	-
ARKANOID 2 REVENGE	5.50	9.95	6.00	9.95	6.50	9.95
ARMALYTE	-	-	6.95	-	-	-
ARTURA	5.95	6.95	6.95	9.95	6.95	9.95
ATHENA	3.95	-	2.95	-	-	-
AUF MONTY	-	-	-	-	2.95	-
AVENGER	-	-	-	-	2.95	-
BACK TO FUTURE	-	-	-	-	2.95	-
BALLBLAZER	-	-	-	-	-	2.95
BARBARIAN PSYGNOSIS	6.95	-	6.95	-	6.95	-
BARBARIAN 2 PALACE	6.95	-	6.95	9.95	6.95	9.95
BARDS TALE 1	6.95	-	7.45	10.95	7.45	10.95
BARDS TALE 2 OR 3	-	-	-	12.95	-	-
BARRY McGUIGAN	-	-	-	-	2.95	-
BASKET MASTER	-	-	-	-	3.50	-
BATMAN	2.95	-	-	-	-	-
BATMAN CAPED CRUS.	5.95	9.95	6.25	9.95	6.95	9.95
BATTLE OF PLANETS	-	-	-	-	2.00	-
BATTLEFRONT	-	-	-	14.95	-	-
BATTLE IN NORMANDY	-	-	-	14.95	-	-
BEST OF BEYOND	2.95	-	2.95	3.95	-	-
BEST OF ELITE VOL 1	3.95	-	3.95	-	3.95	-
BEYOND ICE PALACE	5.95	9.95	6.95	9.95	6.95	9.95
BIG 4	-	-	-	-	3.50	-
BIG SLEAZE	-	-	-	-	2.00	-
BIONIC COMMANDO	6.95	-	7.45	10.95	7.45	10.95
BLACK LAMP	3.95	-	-	-	-	-
BLACK TIGER	6.95	-	7.45	9.95	7.45	10.95
BOBBY BEARING	-	-	-	-	2.00	-
BOUNCES	2.00	-	2.00	-	-	-
BUBBLE BOBBLE	5.45	8.95	5.95	8.95	5.95	9.95
BUGGY BOY	5.50	-	6.95	9.95	6.95	9.95
BUTCHER HILL	6.45	10.95	7.45	10.95	7.45	10.95
CALIFORNIA GAMES	3.95	10.95	7.45	10.95	7.45	10.95
CAPTAIN BLOOD	6.95	-	6.95	9.95	6.95	9.95
CARRIER COMMAND	9.95	13.95	9.95	13.95	9.95	13.95
CARRIERS AT WAR	-	-	-	14.95	-	-
CHESSMASTER 2000	-	-	6.95	10.45	-	-
CHUCK YEAGER	-	-	6.95	10.45	-	-
CLASSIC COLLECTION	-	-	3.00	-	3.00	-
COBRA	-	-	-	-	3.95	-
COMBAT GAME	-	-	6.95	8.95	-	-
COMBAT SCHOOL	5.45	9.95	5.95	9.95	5.95	9.95
COMET GAME	1.00	-	1.00	-	1.00	-
CRAZY COMETS	-	-	2.95	-	-	-
CROSSWIZE	4.95	-	-	-	-	-
CYBERNOID 1 OR 2	6.45	-	7.45	10.95	7.45	10.95
DALEY THOMPSON 88	6.50	-	6.50	9.95	6.50	9.95
DAN DARE	-	-	-	-	2.00	-
DANDY	-	-	-	-	2.50	2.95
DANTES INFERNO	-	-	1.00	-	-	-
DARK SIDE	6.95	9.95	6.95	9.95	6.95	9.95
DEJA VU	-	-	-	13.95	-	-
DARK FUSION	5.95	8.95	6.95	9.95	6.95	9.95
DARK SIDE	6.95	9.95	6.95	9.95	6.95	9.95
DEJA VU	-	-	-	13.95	-	-
DOOMDARKS REVENGE	2.00	-	2.95	-	-	-
DOOMSDAY BLUES	-	-	-	-	2.95	-
DOUBLE DRAGON	6.95	9.95	6.95	9.95	6.95	9.95
DRAGON NINJA	6.95	9.95	6.95	9.95	6.95	9.95
DRAGONSLAIR	2.95	-	2.95	-	2.95	-
DRUID	2.00	-	2.00	3.00	2.00	3.00
DYNAMITE DAN 2	-	-	-	-	2.95	3.95
EARTHLIGHT	3.95	-	-	-	-	-
EARTH ORBIT STATION	-	-	-	12.95	-	-
ECHELON	6.95	-	7.45	10.95	7.45	10.95
EIDOLON	-	-	-	-	2.00	2.95
ELITE 6 PACK 1 OR 2 OR 3	6.95	-	6.95	9.95	6.95	9.95
E. HUGHES FOOTBALL	6.95	9.95	6.95	8.95	6.95	9.95
EMPIRE	-	-	2.95	-	2.00	-
EMPIRE STRIKES BACK	6.95	-	6.95	9.95	6.95	9.95
ENIGMA FORCE	2.00	-	-	-	-	-
ENLIGHTENMENT	-	-	2.95	3.95	-	-
ESPIONAGE	5.95	9.95	6.95	9.95	6.95	9.95
EUROPE ABLAZE	-	-	-	14.95	-	-
EXPLODING FIST +	5.00	-	6.95	8.95	-	-
EXPLORER	-	-	-	-	2.95	-
EYE	3.95	-	3.95	5.95	3.95	-
4x4 OFF ROAD RACING	6.95	-	7.45	10.95	7.45	10.95
4TH AND INCHES	-	-	7.45	10.95	-	-
F16 COMBAT PILOT	9.95	13.95	9.95	13.95	9.95	13.95
FAIRLIGHT 2	2.00	-	-	-	-	-
FAIR MEANS OR FOUL	5.45	8.95	6.95	8.45	6.95	8.95
FAST BREAK	-	-	6.95	10.45	-	-
FERNANDEZ MUST DIE	6.95	9.95	6.95	9.95	6.95	9.95
FINAL MATRIX	2.00	-	-	-	2.00	-
FIRETRAP	2.95	-	-	-	-	-
FISH	-	9.95	-	11.95	-	11.95
FISTS & THROTTLES	8.45	9.95	8.45	9.95	8.45	9.95
FIVE COMPUTER HITS	3.95	-	3.95	-	3.95	-
FIVESTAR 1, 2 OR 3	6.95	-	6.95	-	6.95	-
FLIGHT ACE	9.95	12.95	9.95	12.95	9.95	12.95
FLINTSTONES	6.25	-	6.95	9.95	6.95	9.95
FLYING SHARK	5.50	-	5.00	9.95	6.00	9.95
FOX FIGHTS BACK	6.00	8.95	6.95	9.95	6.00	9.95
FOOTBALL DIRCETOR	6.00	-	6.00	-	6.00	-
F15 STRIKE EAGLE	6.95	-	6.95	9.95	6.95	9.95
FOOTBALL MANAGER	2.95	4.95	2.95	6.95	2.95	6.50
FOOTBALL MANAGER 2	6.95	9.95	6.95	9.95	6.95	9.95
FREDDY HARDEST	2.95	-	2.95	-	2.95	-
FROSTBYTE	2.00	-	2.00	-	-	-
FUTURE KNIGHT	2.00	-	2.00	-	-	-
GAME OVER	3.50	-	-	-	3.50	-
GAME OVER 2	6.95	9.95	6.95	9.95	6.95	9.95
GAME SET & MATCH	8.95	11.95	8.95	11.95	8.95	11.95
GAME SET & MATCH 2	8.95	11.95	8.95	11.95	8.95	11.95
GARFIELD	6.00	-	6.50	-	6.50	-
GAUNTLET	2.95	-	2.95	-	2.95	-
GAUNTLET 2	6.95	-	7.45	10.95	7.45	10.95
GET DEXTER 2	-	-	-	-	6.95	9.95
GIANTS	10.45	13.95	10.45	13.95	10.45	13.95
GI HERO	4.95	-	5.95	8.95	5.95	9.95
G LINEKER HOTSHOT	6.95	10.95	7.45	10.95	7.45	10.95
GOLD SILVER BRONZE	10.45	12.95	10.45	12.95	10.45	16.95
GUERILLA WARS	5.95	9.95	6.45	9.95	6.45	9.95
GREAT ESCAPE	-	-	-	-	3.50	-
GUILD OF THIEVES	-	9.95	-	13.95	-	13.95
GUNRUNNER	2.00	-	-	-	-	-
GUNSHIP	6.95	9.95	9.95	13.95	9.95	13.95
GYRON	1.00	-	-	-	-	-
HALLS OF MONTEZUMA	-	-	-	14.95	-	-
HARDBALL	2.95	-	-	-	-	-
HARDGUY	2.00	-	-	-	-	-
HAWKEYE	-	-	6.95	9.95	-	-
HEADCOACH	2.95	-	2.95	-	2.95	-
HEAD OVER HEALS	-	-	3.50	-	3.50	-
HEARTLAND	2.00	-	1.95	-	-	2.95
HERO	1.00	-	-	-	-	-
HEROES OF LANCE	-	-	7.45	10.95	-	-
HIGH FRONTIER	2.00	-	-	-	-	-
HIGHLANDER	-	-	-	-	3.95	-
HIJACK	-	-	-	-	2.00	2.95
HIVE	2.00	-	-	-	2.00	2.95
HOTSHOT	6.00	8.95	6.95	8.95	6.95	8.95
HUNCHBACK ADV	-	-	-	-	2.95	-
HYDROFOOL	-	-	-	-	3.50	-
HYPERBALL	1.50	-	1.50	2.95	-	-
ICUPS	1.50	-	1.50	-	-	-
IKARI WARRIORS	5.95	-	6.95	9.95	6.95	09.95
IMPACT	6.95	-	6.95	-	6.95	-
IMP MISSION 2	6.95	-	7.45	10.45	7.45	10.95
IMPOSSABALL	-	-	-	-	2.50	-
INFILTRATOR 2	-	-	6.95	9.95	-	-
INFODROID	-	-	1.95	-	-	-
INGRIDS BACK	9.95	12.95	9.95	9.95	9.95	12.95
INTENSITY	5.00	-	6.95	8.95	-	-
INT KARATE	2.95	4.95	2.95	6.95	2.95	6.50
INTO EAGLES NEST	-	-	-	-	2.00	-
I O	-	-	6.25	9.95	-	-
JAILBREAK	-	-	2.95	-	2.95	-
JEWELS OF DARKNESS	9.95	-	9.95	11.95	9.95	13.95
KARATE ACE	10.45	12.95	10.45	12.95	10.45	12.95
KETTLE	-	-	-	-	2.00	-
KINETIK	1.50	-	-	-	-	-
KNIGHTORC	9.95	-	9.95	9.95	9.95	9.95
KONAMI COLLECTION	6.95	12.95	6.95	12.95	6.95	12.95
KRAKOUT	2.95	-	2.95	-	2.95	-
KUNG FU MASTER	-	-	-	-	2.95	-
LANCELOT	9.95	11.95	9.95	11.95	9.95	11.95
LASER SQUAD	6.95	-	6.95	9.95	6.95	9.95
LAST NINJA	-	-	6.95	9.95	-	-
LAST NINJA 2	-	-	8.95	9.95	8.95	10.95
L'BOARD PAR 3	10.95	13.95	-	-	10.95	13.95
L'BOARD PAR 4	-	-	10.95	12.95	-	-
LIGHTFORCE	-	-	-	2.95	-	-
LIVE AMMO	6.95	10.95	6.95	9.95	6.95	9.95
LIVE & LET DIE	6.95	9.95	6.95	9.95	6.95	9.95
LORDS OF MIDNIGHT	2.95	-	2.95	-	-	-
MADBALLS	5.50	-	5.95	-	5.95	-
MAG MAX	-	-	2.95	-	3.50	-
MAGNIFICENT 7	6.95	12.95	6.95	12.95	6.95	13.00
MARAUDER	6.95	10.95	7.45	10.95	7.45	10.95
MARIO BROS	-	-	-	-	3.50	-
MATCH DAY	-	-	-	-	2.95	-
MATCH DAY 2	4.95	-	5.95	9.95	5.95	9.95
MEANSTREAK	-	-	2.95	-	-	-
MEGA APOCALYPSE	6.95	10.45	6.95	9.95	6.95	9.95
MERCENARY	-	-	-	-	3.50	-
MERMAID MADNESS	-	-	-	-	2.00	2.95
METROCROSS	2.95	-	2.95	-	2.95	-
MIAMI VICE	2.95	-	-	-	2.95	-
MICKEY MOUSE	6.95	9.95	7.45	10.95	7.45	10.95
MICROMUD	-	-	-	10.95	-	-
MICRO SOCCER	-	-	9.95	11.95	-	-
MINDFIGHTER	9.95	-	9.95	13.95	9.95	13.95
MINI OFFICE 2	-	-	-	-	9.95	13.95
MINI PUTT	6.95	10.45	6.95	10.45	6.95	10.45
MORPHEUS	-	-	9.95	11.95	-	-
MOTOR MASSACRE	5.95	8.95	6.95	9.95	6.95	9.95
MOVIE	-	-	-	-	2.95	-
MUTANTS	-	-	2.95	-	2.95	-
MYSTERY OF NILE	-	-	1.95	-	2.00	-
1943	6.95	9.95	7.45	10.95	7.45	10.95
19 BOOTCAMP	6.95	-	6.95	9.95	6.95	9.95
NEMESIS THE WARLOCK	2.00	-	-	-	2.00	-
NETHERWORLD	5.95	9.95	7.45	10.95	7.45	10.95
NIGEL MANSELL GP	6.95	-	6.95	10.45	6.95	10.45
NIGHTRAIDER	7.45	-	7.45	10.95	7.45	10.95
NODES OF YESOD	2.00	-	2.00	-	-	-
NOSFERATU THE VAMPIRE	-	-	-	-	2.95	-
OCEAN COMPILATION	7.95	11.95	7.95	11.95	7.95	11.95
OOOPS	5.50	-	6.95	9.95	6.95	9.95
OPERATION WOLF	5.75	9.95	5.95	9.95	5.95	9.95
OUTRUN	6.95	-	7.45	10.45	7.45	10.45
OVERLANDER	5.50	9.95	6.95	9.95	6.95	9.95
OVERLORD	7.00	-	-	-	-	-
PACLAND	6.25	-	6.25	9.95	6.25	9.95
PACMANIA	5.95	-	6.25	9.95	5.95	9.95
PALITON	-	-	-	-	2.00	-
PANDORA	-	-	2.95	-	-	-
PAPERBOY	-	-	2.95	-	-	-
PATTON VS ROMMEL	-	-	-	10.95	-	-
PAWN	9.95	10.95	-	13.95	-	14.95
PEPSI MAD MIX	5.95	9.95	5.95	9.95	5.95	9.95
PETER BEARDSLEY	6.25	-	6.95	9.95	6.25	9.95
PHM PEGASUS	6.95	10.95	6.95	10.45	-	-
PIRATES	-	-	9.95	13.95	10.95	14.95
PITFALL 2	1.50	-	-	-	-	-
PLATOON	6.95	-	6.95	9.95	6.95	9.95
POOL OF RADIANCE	-	-	7.45	10.95	-	-
POWER AT SEA	-	-	-	10.95	-	-
POWER PYRAMIDS	-	-	6.95	-	-	-
PREDATOR	7.45	-	7.45	10.95	7.45	10.95
PRESIDENT MISSING	-	-	-	10.95	-	-
PRODIGY	-	-	-	-	-	2.95
PRO SOCCER SIM	5.95	8.95	6.95	9.95	6.95	9.95
RACE AGAINST TIME	4.95	-	4.95	-	4.95	-
RACK EM	-	-	6.95	10.45	-	-
RAMBO 3	5.95	9.95	6.95	9.95	6.95	9.95
RASPUTIN	-	-	1.95	-	1.95	-
REACH FOR THE STARS	-	-	-	14.95	-	-
RED OCTOBER	9.95	-	9.95	13.95	9.95	13.95
RED STORM RISING	-	-	9.95	12.95	-	-
RETURN OF JEDI	6.95	9.95	6.95	9.95	6.95	9.95
REVS	-	-	2.95	4.95	-	-
ROAD BLASTERS	6.95	10.95	7.45	10.95	7.45	10.95
ROBIN OF WOOD	1.95	-	1.95	-	-	-
ROBOCOP	5.95	9.95	6.45	9.95	6.45	9.95
ROGUE TROOPER	-	-	2.95	-	2.00	-
ROLLER COASTER	2.00	-	-	-	-	-
ROLLING THUNDER	6.95	-	7.45	10.95	7.45	10.95
ROMMEL	-	-	-	14.95	-	-
ROMPER ROOM	2.00	-	2.00	-	-	-
ROY OF ROVERS	5.95	9.95	7.45	10.95	7.45	10.95
R-TYPE	6.95	10.45	6.95	10.45	6.95	10.45
RUNESTONE	-	-	-	-	2.00	-
720	6.95	-	7.45	10.95	7.45	10.95
SAI COMBAT	-	-	-	-	2.95	-
SALAMANDER	5.50	-	6.25	-	6.25	-
SAMURAI WARRIOR	4.95	-	5.95	9.95	5.95	9.95
SANXION	-	-	2.95	-	-	-
SAVAGE	5.50	-	6.95	8.95	5.95	9.95
SDI	7.45	-	7.45	10.45	-	-
SENTINEL	-	-	2.95	4.95	-	-
SHADOWFIRE	-	-	-	-	2.00	2.95
SHADOW SKIMMER	-	-	-	-	2.00	-
SHAOLINS ROAD	2.95	-	2.95	-	-	-
SHOCKWAY RIDER	-	-	2.95	-	2.95	-
SHOOT EM UP CON KIT	-	-	10.95	-	-	-
SHORT CIRCUIT	-	-	-	-	3.95	-
SIDEARMS	6.95	-	7.45	10.95	7.45	10.95
SIDEWIZE	2.95	-	2.95	-	-	-
SILENT SERVICE	6.95	-	6.95	9.95	6.95	9.95
SILICON DREAMS	9.95	-	9.95	9.95	9.95	9.95
SKATECRAZY	5.95	10.95	7.45	10.95	7.45	10.95
SKATE OR DIE	-	-	7.45	10.45	-	-
SOLDIER OF FORTUNE	5.00	8.95	6.95	8.95	-	-
SOLDIER OF LIGHT	5.95	-	6.50	9.95	-	-
SOLID GOLD	7.45	10.95	7.45	10.95	7.45	10.95
SPACE ACE	10.45	12.95	10.45	12.95	10.45	12.95
SPINDIZZY	2.00	-	-	-	-	-
SPORTSWORLD 88	-	-	9.95	10.95	-	-
SPY V SPY ARTIC	2.95	-	2.95	-	2.95	-
SPY V SPY ISLAND	-	-	-	-	-	2.95
SPY V SPY TRILOGY	6.95	-	6.95	9.95	6.95	9.95
STALINGRAD	7.45	9.95	-	-	-	-
STAR RAIDERS 2	2.00	-	-	-	-	-
STAR STRIKE 2	-	-	-	-	2.95	-
STAR WARS	6.95	-	6.95	9.95	6.95	9.95
STEALTH FIGHTER	6.95	9.95	9.95	13.95	-	-
STREETFIGHTER	6.95	-	7.45	10.95	7.45	10.95
STREET SOCCER	6.95	-	7.45	10.95	7.45	10.95
STRIKE FORCE COBRA	-	-	-	-	2.95	-
STRIKE FORCE HARRIER	2.95	-	-	-	-	-
STRIP POKER 2	6.95	-	6.95	9.95	-	-
SUMMER OLYMPIAD	5.95	-	6.95	9.95	-	-
SUPER CYCLE	-	-	-	-	3.95	-
SUPER HANGON	7.45	-	7.45	10.95	7.45	10.95
SUPERSLEUTH	-	-	-	-	3.95	-
SUPERSPORTS	5.95	9.95	7.45	10.95	7.45	10.95
SUPERSPRINT	2.95	-	2.95	-	-	-
SUPER SUNDAY	-	-	3.95	-	-	-
SUPREME CHALLENGE	8.95	11.95	8.95	11.95	8.95	11.95
3 STOOGES	-	-	-	10.95	-	-
3 WEEKS IN PARADISE	-	-	-	-	2.00	-
10 MEGA GAMES	9.95	10.95	9.95	10.95	9.95	10.95
20 CHARTBUSTERS	6.95	-	6.95	-	6.95	-
TAIPAN	-	-	3.95	-	3.95	-
TAITO COIN OPS	8.95	11.95	8.95	11.95	8.95	11.95
TARGET RENEGADE	4.95	-	5.95	9.95	5.95	9.95
TECHNO COP	5.95	10.95	7.45	10.95	7.45	10.95
TEMPEST	-	-	-	-	2.95	-
TERRAPODS	6.95	-	6.95	-	6.95	-
THUNDERBLADE	6.95	9.95	7.45	10.45	7.45	10.45
THUNDERCATS	5.95	-	6.95	9.95	6.95	9.95
TIGER ROAD	6.95	9.95	7.45	10.45	7.45	10.45
TIME OF LORE	-	-	6.95	9.95	-	-
TIME & MAGICK	9.95	9.95	9.95	9.95	9.95	9.95
TIME STOOD STILL	5.50	9.95	6.00	9.95	6.00	9.95
T.K.O.	-	-	7.45	10.45	-	-
TOMAHAWK	-	-	2.95	-	-	-
TOP GUN	-	-	-	-	3.95	-
TRACKSUIT MAN	6.95	-	6.95	9.95	6.95	9.95
TRAIN ESCAPE	6.95	10.45	6.95	10.45	6.95	10.45
TRANTOR	6.95	-	7.45	10.95	7.45	10.95
TRIO PACK	3.50	-	-	-	-	-
TRIV PURSUIT	9.95	-	9.95	12.95	9.95	12.95
TRIV PUR NEW BEGIN	9.95	-	9.95	12.95	9.95	12.95
TWRECKS	5.95	9.95	7.45	10.95	7.45	10.95
TYGER TYGER	5.00	-	6.00	8.95	6.00	8.95
TYPHOON	5.50	-	6.00	8.95	6.00	8.95
ULTIMATE COLLECTION	9.95	-	-	-	-	-
ULTIMATE GOLF	-	-	7.45	10.95	-	-
VECTRON 3D	2.00	-	-	-	-	-
VICTORY ROAD	5.00	9.95	5.95	8.95	5.95	8.95
VINDICATOR	5.00	-	6.95	9.95	6.95	9.95
VIRUS	5.50	-	6.95	9.95	6.95	9.95
VIXEN	6.50	10.45	6.95	10.45	6.95	10.45
WARLOCK	-	-	-	-	2.00	-
WASTELAND	-	-	-	12.95	-	-
WE ARE THE CHAMPIONS	6.95	12.95	6.95	12.95	6.95	12.95
WEC LE MANS	5.95	9.95	6.25	9.95	6.25	9.95
WHIRLIGIG	4.95	8.95	5.95	8.95	5.95	9.95
WINTER SPORTS	-	-	-	-	-	2.95
WIZBALL	-	-	3.95	-	3.95	-
WORLD SERIES BASEBALL	-	-	-	-	2.95	-
WORLD TOUR GOLF	-	-	8.00	9.95	-	-
XARO	-	-	-	-	-	2.95
ZENJI	1.50	-	-	-	-	-

Please send cheque/PO/Access Visa No. and expiry date to:

TRYBRIDGE LTD

72 NORTH STREET, ROMFORD, ESSEX RM1 1DA

Please remember to state make and model of computer when ordering. P&P inc. UK. Europe add £1 per item

Elsewhere please add £2.00 per item for airmail. **TEL. ORDERS: 0708 765271**

TRYBRIDGE SOFTWARE DISTRIBUTION

TITLE	ATARI ST	AMIGA	IBM PC
AARGH	14.95	14.95	–
ACTION SERVICE	11.95	11.95	11.95
ACTION ST	13.95	–	–
ADV ART STUDIO	14.95	14.95	–
AFTERBURNER	13.95	16.95	–
ALIEN SYNDROME	11.95	11.95	–
ALT REALITY	11.95	11.95	14.95
APOLLO 18	–	–	17.95
ARKANOID REV OF DOH	11.95	–	–
ARTURA	13.95	–	–
BACKLASH	11.95	11.95	–
BALLYHOO	7.95	–	–
BARBARIAN 1 OR 2 PAL	9.95	11.95	–
BARDS TALE 1 OR 2	16.95	16.95	16.95
B.A.T.	17.95	17.95	17.95
BATMAN CAPED CRUS	11.95	14.95	11.95
BATTLE CHESS	–	17.95	–
BERMUDA PROJECT	14.95	14.95	–
BETTER DEAD	11.95	11.95	–
BEYOND ICE PALACE	11.95	14.95	–
BIONIC COMMANDO	13.95	16.95	–
BLACK TIGER	13.95	–	–
BLAZING BARRELS	11.95	11.95	
BMX SIMULATOR	9.95	9.95	–
BOMBJACK	11.95	14.95	–
BONE CRUNCHER	–	9.95	–
BORROWED TIME	7.95	–	7.95
BUGGY BOY	11.95	14.95	–
BUBBLE BOBBLE	11.95	11.95	–
BUBBLE GHOST	11.95	11.95	–
CALIFORNIA GAMES	–	17.95	–
CAPONE	–	14.95	–
CAPTAIN BLOOD	14.95	14.95	–
CARRIER COMMAND	14.95	14.95	14.95
CHESSMASTER 2000	16.95	16.95	16.95
CHRONOQUEST	19.95	19.95	19.95
CHUCK YEAGER AFT	–	–	16.95
COLOSSUS CHESS	–	16.95	–
COMBAT SCHOOL	11.95	14.95	–
CORRUPTION	14.95	14.95	14.95
CRYSTAL CASTLES	10.45	–	–
CYBERNOID 1 OR 2	–	16.95	–
DALEY THOMPSON 88	11.95	14.95	14.95
DARK CASTLE	14.95	14.95	–
DEFENDER OF CROWN	18.95	18.95	18.95
DEGAS ELITE	17.95	–	–
DEJA VU	11	11.95	–
DELUXE MUSIC CON	–	49.95	–
DELUXE VIDEO		49.95	–
DELUXE PRINT 2		49.95	–
DELUXE PRODUCTION		99.95	–
DELUXE PAINT 2		49.95	69.95
DOUBLE DRAGON	13.95	16.95	
DRAGON NINJA	11.95	14.95	–
DUNGEON MASTER	14.95	14.95	–
EARL WEAVER B.BALL	–	16.95	16.95
ELEMENTAL	11.95	–	–
ELIMINATOR	13.95	13.95	–
ELITE	14.95	–	14.95
EMPIRE	16.95	16.95	16.95
EMPIRE STRIKES BACK	11.95	11.95	–
ENLIGHTENMENT	11.95	14.95	–
EPT	14.95	14.95	–
ESPIONAGE	11.95	11.95	11.95
EXOLON	16.95	16.95	–
5 STAR ST	14.95	–	–
F16 COMBAT PILOT	16.95	16.95	16.95
FAERY TALE ADV	–	29.95	–
FALCON F16	19.95	19.95	24.95
FANTAVISION	–	29.95	–
FAST BASIC DISC	31.95	–	–
FAST BASIC ROM	62.95	–	–
FAST BREAK	–	–	17.45
FED OF FREE TRADE	19.95	19.95	–
FERNANDEZ MUST DIE	14.95	14.95	–
FISH	14.95	14.95	14.95
FERRARI FORMUALA 1	17.95	17.95	17.95
F15 STRIKE EAGLE	14.95	14.95	14.95
FINAL COMMAND	17.95	17.95	17.95
FLIGHT SIM 2	26.95	26.95	26.95
FLT DISC 7 OR 11	13.95	13.95	19.95
FLT DISC EUROPE	13.95	13.95	19.95

TITLE	ATARI ST	AMIGA	IBM PC
FLT DISC JAPAN	13.95	13.95	19.95
FLYING SHARK	14.95	–	–
FOOTBALL DIRECTOR	11.95	–	–
FOOTBALL MANAGER 2	11.95	11.95	11.95
FOUNDATIONS WASTE	14.95	14.95	–
FRANK BRUNO BOXING	12.95	–	–
GALDREGONS DOMAIN	13.95	–	–
GAME OVER	13.95	13.95	13.95
GARFIELD	11.95	11.95	–
GARRISON 1 or 2	14.95	14.95	–
GIGANOID	–	9.95	–
GOLDEN PATH	7.95	11.95	–
GREEN BERET	11.95	14.95	–
GUERILLA WAR	11.95	14.95	–
GUILD OF THIEVES	14.95	14.95	14.95
GUNSHIP	14.95	14.95	19.95
HACKER 1 OR 2	7.95	–	7.95
HAWK	17.95	17.95	17.95
HAWKEYE	14.95	–	–
HELTER SKELTER	9.95	9.95	–
HEROES OF LANCE	16.95	16.95	16.95
HOLLYHOOD HIJINX	7.95	7.95	–
HOTSHOT	11.95	11.95	11.95
HUNT RED OCTOBER	14.95	14.95	–
INGRIDS BACK	11.95	11.95	11.95
IKARI WARRIORS	9.95	14.95	13.95
IMPOSSIBLE MISSION 2	13.95	–	16.95
INTERCEPTOR	–	16.95	–
IRON LORD	17.95	17.95	17.95
JACKAL	–	–	11.95
JET	–	26.95	26.95
JEWELS OF DARKNESS	11.95	11.95	11.95
JINXTER	14.95	14.95	14.95
KENNEDY APPROACH	14.95	14.95	14.95
KNIGHTORC	11.95	11.95	11.95
KRISTAL	19.95	–	–
LANCELOT	11.95	11.95	11.95
LAND OF LEGENDS	–	16.95	–
LASER SQUAD	16.95	16.95	–
L'BOARD BIRDIE	13.95	16.95	16.95
LEATHER GODDESS	19.95	19.95	–
LEGEND THE SWORD	14.95	14.95	14.95
LIVE & LET DIE	11.95	11.95	–
LIVING DAYLIGHTS	11.95	–	–
LOMBARD RAC RALLY	14.95	14.95	–
MANHATTON DEALER	11.95	14.95	11.95
MARS COPS	11.95	11.95	–
MAUPITI ISLAND	11.95	–	–
MENACE	–	12.95	–
MERCENARY COMP	14.95	14.95	–
MINDSHADOW	7.95	–	–
MINI OFFICE PERS.	–	–	22.95
MINI PUTT	–	–	17.95
MONSTERS OF NIGHT	17.95	17.95	17.95
MOONMIST	7.95	–	7.95
MORTVILLE MANOR	15.95	15.95	15.95
MOTOR BIKE MAD	9.95	9.95	9.95
MOTOR MASSACRE	13.95	13.95	–
MUSIC CON SET	17.95	–	17.95
1943	13.95	16.95	–
NETHERWORLD	13.95	13.95	–
NEULOMANGER	–	–	17.95
NIGEL MANSELL	16.95	–	–
NIGHTRAIDER	13.95	13.95	16.95
OIDS	11.95	–	–
OOPS	11.95	11.95	11.95
OPERATION WOLF	11.95	14.95	11.95
OUTRUN	13.95	–	–
OVERLANDER	11.95	14.95	–
PANDORA	11.95	11.95	–
PAWN	14.95	14.95	14.95
PEPSI MAD MIX	10.95	–	–
PETER BEARDSLEY	11.95	11.95	–
PHANTASM	11.95	11.95	–
PLATOON	11.95	14.95	–
POOL OF RADIANCE	16.95	16.95	16.95
POWERDROME	16.95	16.95	16.95
PRO SOCCER SIM	11.95	11.95	11.95
PSION CHESS	16.95	–	16.95
PUFFY SAGA	17.95	17.95	17.95
QUADRALIEN	11.95	14.95	–
RACK EM	–	–	17.95

TITLE	ATARI ST	AMIGA	IBM PC
RAMBO 3	11.95	14.95	11.95
REACH FOR STARS	–	17.95	17.95
RETURN OF JEDI	11.95	11.95	–
RETURN TO ATLANTIS	–	16.95	–
RETURN TO GENESIS	11.95	11.95	–
ROAD BLASTERS	13.95	13.95	–
ROBOCOP	11.95	14.95	11.95
ROCKET RANGER	19.95	19.95	–
ROLLING THUNDER	13.95	16.95	–
R TYPE	16.95	16.95	–
SARGON III CHESS	16.95	16.95	–
SAVAGE	14.95	14.95	14.95
SCRABBLE DELUXE	13.95	13.95	16.95
SENTINEL	11.95	11.95	–
SENTINEL WORLDS 1	–	–	17.95
SERVE & VOLLEY	–	–	17.95
S.F. HARRIER	14.95	14.95	–
SHADOWGATE	11.95	14.95	–
SILENT SERVICE	14.95	14.95	14.95
SKATEBALL	17.95	17.95	17.95
SKYCHASE	11.95	14.95	14.95
SOLDIER OF LIGHT	11.95	–	–
SOLITAIRE ROYALE	–	14.95	–
SORCERY	11.95	–	–
SPACE HARRIER	11.95	14.95	–
S.T.A.C.	26.95	–	–
STARFLEET	–	16.95	16.95
STARFLIGHT	–	–	16.95
STARGLIDER 1 OR 2	14.95	14.95	14.95
STARQUAKE	11.95	–	–
STAR RAY	14.95	14.95	–
STAR TREK	11.95	–	–
STEALTH FIGHTER	13.95	16.95	–
STIR CRAZY	11.95	–	–
STREETFIGHTER	13.95	16.95	–
S.T.O.S.	19.95	–	–
STRIP POKER 2	9.95	9.95	–
DATA DISCS:-			
BEV & DAWN	7.45	7.45	7.45
LEE & ROY	7.45	7.45	7.45
RACHEL & KIM	7.45	7.45	7.45
SUZANNE & BIANCA	7.45	7.45	7.45
SUMMER OLYMPIAD	11.95	11.95	11.95
SUPERBASE PERSONAL	–	59.95	–
SUPERCYCLE	7.95	–	–
SUPER HANGON	13.95	–	–
TASS TIMES	7.95	–	–
TECHNO COP	13.95	13.95	13.95
TESTDRIVE	16.95	16.95	16.95
THE TRAIN	–	–	17.95
THREE STOOGES	14.95	19.95	–
THUNDERBLADE	13.95	16.95	–
THUNDERCATS	11.95	14.95	–
TIME & MAGIK	11.95	11.95	11.95
TIME STOOD STILL	11.95	–	11.95
T.K.O.	–	–	17.95
TRACERS	–	16.95	–
TRIAD	19.95	19.95	–
TRINITY	7.95	7.95	–
TRIPATRON	24.95	–	–
TRIVIAL PURSUIT	11.95	11.95	14.95
TT RACER 2	14.95	–	14.95
ULTIMATE GOLF	13.95	13.95	13.95
ULTIMA V	14.95	14.95	14.95
UNINVITED	11.95	–	–
UNIV MILITARY SIM	14.95	14.95	14.95
UMS SCENARIO 1	8.95	8.95	8.95
UMS SCENARIO 2	8.95	8.95	8.95
UNTOUCABLES	–	–	11.95
URIDIUM	13.95	–	–
VERMINATOR	14.95	14.95	14.95
VICTORY ROAD	11.95	14.95	11.95
VIRUS	11.95	11.95	–
VROOM	11.95	–	–
WEC LE MANS	11.95	14.95	11.95
WEIRD DREAMS	14.95	14.95	14.95
WHIRLIGIG	11.95	11.95	–
WIZBALL	11.95	14.95	–
WORLD GAMES	7.95	–	–
WORLD TOUR GOLF	–	–	16.95
XENON	11.95	14.95	–
ZYNAPS	13.95	13.95	–

Please send cheque/PO/Access Visa No. and expiry date to:

TRYBRIDGE LTD

72 NORTH STREET, ROMFORD, ESSEX RM1 1DA

Please remember to state make and model of computer when ordering. P&P inc. UK. Europe add £1 per item

Elsewhere please add £2.00 per item for airmail. **TEL. ORDERS: 0708 765271**

GUIDE TO INDEPENDENT REPAIR SERVICES

No matter how much you care for a computer, eventually something goes wrong. And you can bet your life it'll happen after the guarantee has expired, so you can forget about sending it back to the manufacturers. In most cases, they won't want to know.

So TGM has compiled a list of ten top computer-repair firms together with details of the machines they service, cost, and warranty.

● Before packing your computer off to a repair firm, check to see if your local computer dealer can recommend a local repair outfit. It's easier to deal with a local firm, because you can always go round and knock at their door.

● Failing that, it's time to look at one of the firms in the TGM guide. Phone the company you choose and try and get a rough guide of the cost of the repair, how long it will take – and whether they'll give a warranty to do it again for free if the repair doesn't work.

● Make sure that the quoted price includes parts, labour, VAT, and return postage. (If you are using the computer for a VAT-registered business, you probably know already that you can claim the VAT back from the VAT Office after you've paid it.)

● When sending your computer by post, pack it carefully – preferably in the original box – or you could end up paying a lot more than you reckoned.

● Always include a letter with your address, telephone number and the effects of the fault.

● Send the whole package by recorded delivery – just 24p on top of the stamp cost – and pay the extra cash for an advice-of-delivery slip (25p if you ask for it when you post the package, 65p if you leave it till later).

That way you know it's got there, you can hassle the repair firm if they claim it's lost in the post, and you can sleep at nights too.

COMPANY **THE COMPUTER FACTORY**
ADDRESS **Analytic Engineering Ltd, Unit 18A, Grainger Road Industrial Estate, Southend SS2 5DD**
☎ (0707) 618455
COMPUTERS REPAIRED **All major models except Atari.**
PERIPHERALS REPAIRED **Disk drives and printers.**
PRICES **£7-£40.**
WARRANTY **Three months.**
ADDITIONAL INFORMATION **Free cost estimates.**

COMPANY **GSF SERVICES**
ADDRESS **113 Mountbatten Road, Braintree, Essex CM7 6TP**
☎ (0376) 46637
COMPUTERS REPAIRED **All Spectrums.**
PERIPHERALS REPAIRED **Phone.**
PRICES **Spectrum 48K £10.50, Spectrum 128K £13.**
WARRANTY **Four months.**

COMPANY **HS COMPUTER SERVICES**
ADDRESS **Unit 2, The Orchard, Warton, Preston, Lancashire PR4 1BE**
☎ (0772) 632686
COMPUTERS REPAIRED **All Spectrums.**
PERIPHERALS REPAIRED **Phone.**
PRICES **From £14.95.**
WARRANTY **Three months.**

COMPANY **LADBROOK COMPUTING INTERNATIONAL**
ADDRESS **33 Ormskirk Road, Preston, Lancashire**
☎ (0772) 21474 and 27236
COMPUTERS REPAIRED **Mainly Atari.**
PERIPHERALS REPAIRED **Printers and disk drives.**
PRICES **According to machine – for example Atari ST £34.50, XL/130 XE £23 (these prices include VAT).**
WARRANTY **Phone for information.**

COMPANY **PM ENGINEERING**
ADDRESS **Unit 8, New Road, St Ives, Cambridgeshire PE17 4BG**
☎ (0480) 61394
COMPUTERS REPAIRED **All home computers.**
PERIPHERALS REPAIRED **Printers, monitors and disk drives.**
PRICES **Phone. There's a set repair price for each computer, regardless of the fault and including all parts and labour.**
WARRANTY **Three months.**

COMPANY **RA ELECTRONICS**
ADDRESS **133 London Road South, Lowestoft, Suffolk, NR33 0AX**
☎ (0502) 566289
COMPUTERS REPAIRED **All Spectrums.**
PERIPHERALS REPAIRED **Phone.**
PRICES **Spectrum 48K £14, Spectrum 128K £20.**
ADDITIONAL INFORMATION **RA Electronics also sell components.**

COMPANY **VIDEO VAULT LTD**
ADDRESS **140 High Street West, Glossop, Derbyshire SK13 8HJ**
☎ (04574) 66555
COMPUTERS REPAIRED **Most.**
PERIPHERALS REPAIRED **Phone.**
PRICES **From £19.95, according to machine.**
WARRANTY **Three months.**
ADDITIONAL INFORMATION **While-you-wait service in Manchester.**

COMPANY **VSE TECHNICAL SERVICES**
ADDRESS **Mercury Asset Management Youth Enterprise Centre, 8 Nursery Road, London SW9 8BP**
☎ (01) 738-7707
COMPUTERS REPAIRED **All Spectrum, Amstrad, Atari and Commodore models.**
PERIPHERALS **Opus Discovery drive (partner Ian Vaudrey is official repairperson for the Sinclair Discovery Club).**
PRICES **Rough guide: £12.90 for Spectrum 48K or Spectrum +, £14.90 for Spectrum 128K, £15.90 for Spectrum +2, £21.90 for Opus Discovery. Prices include parts, labour, VAT and return postage.**
ADDITIONAL INFORMATION **VSE Technical Services is run by young people with the help of a south London Youth Enterprise Centre.**

COMPANY **WIGHT COMPUTING HOME MICROS**
ADDRESS **122 High Street, Ryde, Isle of Wight PO33 2SU**
☎ (0983) 68978
COMPUTERS REPAIRED **Most.**
PERIPHERALS REPAIRED **Printers and monitors, but check first that the service is available for older models.**
PRICES **According to the problem.**
WARRANTY **90 days.**
ADDITIONAL INFORMATION **Wight Computing will also check, clean etc computers which are not obviously faulty.**

COMPANY **WTS ELECTRONICS**
ADDRESS **5-9 Portland Road, Luton, Bedfordshire LU4 8AT**
☎ (0582) 458375
COMPUTERS REPAIRED **Spectrum, Commodore, BBC, VIC20, Amstrad CPC 464.**
PERIPHERAL REPAIR **Phone.**
PRICES **£14-£32, depending on machine.**
WARRANTY **Three months.**
ADDITIONAL INFORMATION **WTS Electronics promise to complete the repair within one week from the day they receive the machine.**

Attention repair firms: If you would like a mention in the Back Bytes Repair page, please send the relevant details to Back Bytes, TGM, *PO Box 10, Ludlow, Shropshire SY8 1DB*, including a phone number and the manager's name (for our files).



Cheetah
STAR FIGHTER
THE EMPIRE STRIKES BACK
Eight highly sensitive light touch MICROSWITCHES
Unique ergonomically designed control handle
Built in AUTO FIRE
Indestructible METAL SHAFT
+2, +3 Selector Connector
Four fire buttons
12 month warranty
Automatic Centering
High impact robust body
Heavy duty base with strong stabilising suction cups
Eight directional control
On table or in hand operation
Compatible with ZX Spectrum 16k, 48k, 128k, +2, +3, Commodore 64, Vic 20, Amstrad, Atari, etc.
ONLY £14.95
THE NEW ROYAL EDITION
Two ultra sensitive fire buttons
Ergonomically designed control handle
12 month warranty
Automatic centering
High impact robust body
Heavy duty base with strong stabilising suction cups
Eight directional control
On table or in hand operation
Compatible with ZX Spectrum 16k, 48k, 128k, Commodore 64, Vic 20, Amstrad, Atari, etc.
Cheetah
CHALLENGER
ONLY £4.95
DELUXE
A Right Royal Joystick
AUTO FIRE
METAL SHAFT
12 MONTH WARRANTY
ONLY....£10.95
Cheetah MACH I
MICROSWITCH JOYSTICK
Deluxe, robust construction.
Comfortable rugged hand-grip, 8 directional control with automatic centering.
Heavy duty base with strong stabilizing suction cups.
Highly sensitive light touch MICRO SWITCH fire buttons.
Built in AUTO FIRE function.
Ergonomically designed control handle with indestructable METAL SHAFT.
Mach 1+ Joystick compatible with • Sinclair ZX Spectrum 16K 48K 128K +3 • Amstrad computers • Commodore 64 & VIC 20 Computers • Commodore C16 & Plus 4 Computers (adaptor sold separately) • Atari 2600 & Atari 5200 Video Game Systems • Atari Home Computers
THE TOP PEOPLES CHOICE
OOP'S
125+
The Explosive Joystick
Compatible with ZX Spectrum, 16k, 48k, 128k, +2, +3. Commodore 64, Vic 20, Amstrad, Atari, etc.
Four extremely sensitive fire buttons.
Uniquely styled hand grip.
Auto fire switch.
12 months warranty.
+2 Selector Connector.
ONLY £8.95
COMPATIBLE with Sinclair +2, +3
All specifications and prices subject to change without notice
Prices include VAT, postage & packing.
Delivery normally 14 days.
Export orders at no extra cost.
Dealer enquiries welcome.
ACCESS
Cheetah Marketing
CHEETAH MARKETING LTD
Norbury House, Norbury Road,
Fairwater, Cardiff CF5 3AS.
Telephone: Cardiff (0222) 555525
Telex: 497455 Fax: (0222) 555527
Cheetah, products available from branches of Argos Dixons Harrods Lasky's WHSMITH
High St. Stores and all good computer shops or direct from Cheetah.


GUBB ST.
Mercy Dash
TGM OFFICES
BY CROUCHER & EVANS © 1988
FLEBLY SUCKS
MERCY'S SASS IS ON THE LINE NOW! THEY'RE PRACTICALLY READY TO LYNCH HER AT THE RAM AND INTERFACE UNLESS SHE FORKS OVER SOME DOSH!
MY OH MY! I KNEW THAT GIRL WOULD COME TO A BAD END!
TOKEN COMPUTER
PHIEU! ALLO! HAS SHE BEEN HERE?
HAS WHO BEEN HERE?
SISTER KATARINA!
ARE WE TALKING NUNS HERE, OR BLOOD RELATIVES?
NUNS AND BLOODY RELATIVES! SISTER KATARINA- ALIAS LARRIETTE DASH!!
MERCY! YOU NEVER TOLD US YOU HAD A SISTER!!
" A TWIN SISTER! SHE TOOK THE HOLY VOW AND SPENDS MOST OF HER TIME WITH A MOB OF OTHER NUNS DOING GOOD IN THIRD WORLD COUNTRIES... ANYWAY, SHE'S BACK HERE, AND SHE WANTS TO DO ME GOOD.... HA!"
EXCUSE ME, HAVE YOU...
AHA! I WANT TO DISCUSS A LITTLE MATTER OF A BREACH OF CONTRACT WITH YOU!!
AND I WANT TO DISCUSS A LITTLE LIFE INSURANCE FRAUD!
I WANT TO DISCUSS A LIBEL RAP!
ME TOO
AND I WANT TO DISCUSS A £1000 BAR BILL, MERCY!
OH, BUT YOU DON'T UNDERSTAND! I'M NOT MERCY! I'M HER TWIN SISTER, LARRIETTE - NOW KNOWN AS SISTER KATARINA! EEEK!
OH YEAH, AND I'M CLIVE SINCLAIR! LET'S TOSS THE BINT IN A BLANKET!
WHAT'S THIS? BEADS... HYMN BOOK... PRAYER BOOK....
SHE'S A ONE FOR DETAIL!
AH! A BIBLE! BET THERE'S A SECRET COMPARTMENT...
LET'S GET HER SUITCASE! IT'S OBVIOUSLY WHERE THE DOSH IS! HA!
NOT A SAUSAGE. BUT LOOK AT THIS: "TO MY GOOD BABY DAUGHTER, MERCY, LOVE, MUMMY. 1965"
VERY TOUCHING. YOU GET THE TAR! I'LL GET THE FEATHERS!! IT'S AUTO-DA-FE TIME!!!
WELL I'M GOING TO HIDE IN THE ATTIC FOR A COUPLA DAYS. PAY UNCLE MEL, DAD!
LATER ON, AT MERCY'S ABODE, CHEZ MINNIT
ALLO! PATCHES OF TAR ON ME PATH.... AND FEATHERS..?
LARRIE!!
HULLO, MERCEDES
MY STAY HERE IS NOT LONG, MERCY. I'M GOING TO CLEAN UP YOUR LIFE.
COH! LOOK WHO'S TALKING!!
H'M! I WAS MISTAKEN FOR YOU AT THAT... ESTABLISHMENT YOU FREQUENT, YOU WICKED GIRL!
HMMMN!
ALL RIGHT, LARRIE... I'LL TAKE THE VOW IF YOU LET ME TRY OUT THE NUN SUIT! JUST TO GET THE FEEL!
BUT WHAT AM I TO WEAR?
OH - WE'LL DO YOU UP AS ME - PLAY A JOKE ON THOSE BLIGHTERS FOR DUFFING YOU UP! HERE, DAD! WASH LARRIE'S CASSOCK! I WANT IT BY TONIGHT!!
SO..
ACTUALLY, MUM WANTED ME TO BE THE NUN AND YOU TO BE THE LOONY! HAVE YOU STILL GOT THAT BIBLE?
RAM & INTERFACE-HO, DAD, AND DON'T SPARE THE CALF MUSCLES!
I WANT MY BEADS
LOOK EVERYONE! MERCY DOES HAVE A TWIN SISTER! LET'S GET HER FOR SURE THIS TIME!
B-BUT YOU DON'T UNDERSTAND! I'M NOT MERCY, I'M HER......
SCREECH!
HIC! AND WHAT OTHER SATANIC CONCOCTIONS DOES MY SINFUL SISTER SINK? I MUST SAMPLE THEM ALL!
THIS ONE IS CALLED 'STOMACH LINING EXTERMINATOR', SISTER KATARINA...
LATER, OUTSIDE, MERCY AND LARRIE RESUME I.D.s.
HOW COULD YOU LET THEM DO THAT TO ME?
OH STOP SQUINNYING! THEY'D HAVE NAILED YOUR HIDE TO THE WALL IF I HADN'T MADE A DEAL WITH 'EM.
DEAL? WHAT SORT OF DEAL?
OH - I TOLD THEM TO CHARGE ALL MERCY'S UNPAID ACCOUNTS TO THE HOLY MISSION FUND... HEY- IT'S THE REST OF THE BATMAN FAN CLUB!!
SISTER KATARINA! THE MISSION COMPUTER TELLS ME YOU'VE SHELLED OUT OUR FUND TO A BUNCH OF UNREGISTERED CHARITIES!!
WUK
WELL, THAT WAS FUN! BACK TO THE INDUSTRY SATIRE NEXT MONTH!

GUIDE TO DTP SOFTWARE

DTP (desktop publishing) software allows you to mix text and graphics in different sizes and designs on a page and then print it – it's as simple as that. But at last count, there were about 50 sub-£300 desktop publishing packages available, most for PC-compatibles.

And few areas of 'productivity' software – which also includes graphics, music etc – are so beset with hype and jargon, so here we've selected just eight interesting examples which show the huge variety of DTP. We've not mentioned the many high-powered and pricy Apple Macintosh programs, or those that only work with an expensive laser printer.

ST owners will immediately see that they've got two cheap and powerful choices: *Publishing Partner* and *Timeworks Desktop Publisher*. Amiga users may be tempted by *Professional Page*, but beware the hardware requirements!

PC users are spoiled for choice. We strongly recommend that they – like anyone investing in DTP – shop around, look out for future detailed TGM guides before making a decision, and also acquire one of the more comprehensive (but less detailed) directories mentioned below.

If you own an 8-bit machine and you want to change specifically for DTP, the cheapest solution we can find is to buy a second-hand Amstrad PCW8256 (about £250) and Mirrorsoft's *Fleet Street Editor Plus* (£49.95). However, the double-drive Amstrad PCW9512 is much easier to work with.

It all depends on what you want to do. If you're interested in DTP for a fanzine, school/college magazine or small business, consider carefully whether you really need it. Sometimes, word-processed output from a quality printer plus a small investment in glue and scissors will be a better choice – or a visit to the local quick-printing shop might be enough.

Hidden costs are rife. DTP requires a good printer, and some software requires a word processor too. True, you can type directly into most DTP packages, but it isn't always very easy to work that way – as always, try before you buy.

For each package, we've listed:

● *SYSTEM REQUIREMENTS*. What you need to run it.

● *OUTPUTS TO*. What printers work with it. Note: PostScript is a 'page-description language' which tells laser printers what to print.

● *IMPORTS*. What kind of text and graphics files can be used. Most packages accept ASCII, the format of most word processors. If they accept formatted ASCII, all the better – that way you can put some typesetting commands into the text when you first write it. Most, however, only accept unformatted – 'stripped' – ASCII.

● *IN USE*. What it's like to work with. Nearly all cheap DTP products are WYSIWYG – 'what you see is what you get', meaning that the screen shows accurately what the printed page will look like. (It's rarely accurate down to the actual appearance of each letter, though, because screen resolution is often lower than printer resolution.)

Most run in the WIMP environment – windows, icons, mouse and pull-down menus. In WIMP, you move an onscreen cursor around menus to make choices. Despite the name a mouse, is *not* required for the WIMP environment! Some run in a CLI (command line interface) environment, where you input text to give a command – as in CP/M, MS-DOS and adventure games.

● *TYPE FACILITIES*. The size of characters is measured in points (this is 8 point, abbreviated to 8pt). Some DTP programs offer a wide range from 4pt to over 200pt, but these extremes are usually useless. More important is the facility to use as many different sizes as possible between about 6pt and 96pt, for variety and fine tuning.

Again, some programs will allow you to change the point size in minute fractions of a point, which is useless – the rest of this paragraph, after that dash, is in 8.1pt. Can you really tell the difference?

Leading is effectively the space between lines, which you may want to alter.

Fonts are the different typefaces in which text is set. As you can see, using too many fonts together looks awful. TGM only uses about ten regularly, so a huge selection isn't necessary.

Beware software manufacturers who will try to tell you they offer thousands of different fonts – they usually count every possible size of each font as a different one! Claims of over 20 fonts should be taken with a lorryload of salt.

● *GRAPHIC/PICTURE FACILITIES*. Most DTP software allows you to draw simple geometrical designs, and also crop (ie cut), rotate, stretch or compress pictures imported from a graphics package or digitiser.

● *FORMAT FACILITIES*. With most DTP software you can set up a standard page design so that every page of a very long text file is automatically designed the same way. Some allow different standard designs for left-hand and right-hand pages – useful for booklets. Standard designs can include headings, automatic page numbering etc.

● *PRICE* including VAT.

● *TGM GUIDE*. Our opinion. All in all, our opinion is that most DTP packages are remarkably similar and contain hyped facilities no-one would possibly want, so we repeat: shop around!

Further information

● *Desktop Publishing Yearbook 1989*. Database Publications, *Europa House, Adlington Park, Adlington, Macclesfield SK10 5NP* ☎ (0625) 878888. £9.95. A good overview of the scene.

● DTP supplement published in *PC User* magazine March 15-31 1988. *PC User* Magazine Service, *Priory Court, 30-32 Farringdon Lane, London EC1R 3AU* ☎ (01) 608-2978. £2.50 including p&p. Comprehensive PC-compatible DTP software list.

● *DTP Desktop Publishing* monthly magazine. £1.95 per issue. UK subscription £19.95 for 12 issues. Dennis Publishing, *14 Rathbone Place, London W1P 1DE*. For subscriptions ☎ (01) 580-8908 2.30pm-5.30pm. The leading DTP specialist magazine.

● *Design For Desktop Publishing* by John Miles. Published by Gordon Fraser Books. Available from bookshop or Computer Manuals, *30 Lincoln Road, Olton, Birmingham B27 6PA* ☎ (021) 706-6000. £12.50 spiral-bound, £16.50 hardback. Excellent introduction to the craft of designing documents on DTP.

● Future TGM guides.

PRODUCT **Acorn Desktop Publisher (due for release April 1989)**
SYSTEM REQUIREMENTS **Acorn Archimedes.** Runs only under new Archimedes RISC OS multitasking operating system.
OUTPUTS TO Dot-matrix or laser printer. Designed to use extra resolution of 24-pin dot-matrix printers.
IMPORTS ASCII files. Pictures from *Paint* and *Draw* programs bundled with RISC OS.
IN USE WYSIWYG. WIMP environment.
TYPE FACILITIES Symbols at any size. Automatic bulleting.
GRAPHIC/PICTURE FACILITIES Import from other Archimedes software. Crop pictures.
FORMAT FACILITIES Style sheets. Automatic numbering. Different left-hand/right-hand layouts.
PRICE About £120-£150.
TGM GUIDE Cheap and cheerful. Despite state-of-the-art Archimedes image, this is based on the low-end *Timeworks* package (also listed here). We haven't seen *Pixel Perfect* for the Archimedes but it sounds marginally better. An advantage of this one: RISC OS multitasking allows you to pop into a painting program without leaving the desktop publisher.
PRODUCER Acorn Computers. For dealer list contact Dept DL, Acorn Computers, *Fulbourn Road, Cherry Hinton, Cambridge CB1 4JN* ☎ (0223) 245200.

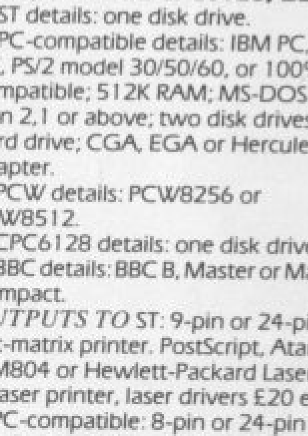
PRODUCT **AutoSketch**
SYSTEM REQUIREMENTS **PC-compatible or Acorn Archimedes.**
PC details: Amstrad PC1512 or PC1640, or machine fully compatible with IBM PC, XT, AT, or PS/2 (EGA mode), or RM Nimbus PC 186. 512K RAM, two external drives or hard disk. Hercules, CGA or EGA display. 256K graphics memory required for EGA.
Archimedes details: Requires new RISC OS operating system.
OUTPUTS TO Common dot-matrix printers. PostScript laser printers. Hewlett-Packard or Houston Instrument pen plotter. Print any part of drawing. (Also generates DXF – Drawing Interchange Format – files for *AutoCAD* software, version 2.5 or above.)
IMPORTS None.
IN USE Control by keyboard, joystick, Koala Pad, Microsoft-compatible mouse or ADI (Autodesk Device Interface) pointer. Pull-down menus. Facilities include ZOOM, PAN, MEASURE, UNDO to erase mistake, REDO to do it again!

TYPE FACILITIES Not a typesetting program, but text can be used.
GRAPHIC/PICTURE FACILITIES 2-D. Automatically draws lines, arcs, circles, polygons, curves, in colour if desired. Draw layers separately and look at them together. Construct designs from previously-drawn elements. Stretch or rotate elements.
PRICE £90.85. £91.54 from producer, including postage and packing.
TGM GUIDE *AutoSketch* is a low-low-end CAD program, but it does allow text. So if your DTP need is mostly for technical drawings, diagrams or even game maps, consider this very low-priced product from a highly respected CAD firm. Two versions supplied in package: one standard, one for use with 8087/80287 maths coprocessor.
PRODUCER Autodesk, *South Bank Technopark, 90 London Road, London SE1 6LN* ☎ (01) 928-7868.

PRODUCT **Byline**
SYSTEM REQUIREMENTS **PC-compatible.** IBM PC, XT, AT or fully compatible. 384K RAM.
OUTPUTS TO Most 9-pin and 24-pin dot-matrix printers. Any PostScript laser. Can only keep configuration for one dot-matrix and one laser unless hard disk.
IMPORTS Text up to 100 pages: ASCII files; files from *MultiMate*, *WordPerfect*, *WordStar* and *XYWrite* word processors; files from *1-2-3* spreadsheet; files from *dBase III Plus*; files from *Symphony* applications. Also has its own word processor.
Graphics imported from *PC Paintbrush, Windows Paint, MacPaint, Publishers' PicturePak, Fontasy, PIC, Publisher's Paintbrush*. Screens from *TSR CAMERA* utility.
IN USE Quasi-WYSIWYG view, but cannot edit layout once text is flowed in. Can show two pages at a time.
TYPE FACILITIES Six fonts. 8pt to 100pt.
GRAPHIC/PICTURE FACILITIES No in-program graphics. Good range of imported formats (see above).
FORMAT FACILITIES Different left-hand/right-hand layouts.
PRICE £195
TGM GUIDE Simple and by all accounts not very flexible, but possibly adequate for reports etc. Valuable ability to import *dBase III Plus* files as text documents – very difficult task otherwise, as we've found!
PRODUCER Ashton-Tate (UK), *1 Bath Road, Maidenhead, Berkshire SL6 4UH* ☎ (0628) 33123.

PRODUCT **Finesse version 1.1**
SYSTEM REQUIREMENTS **PC-compatible.** IBM PC-XT, AT, 100% compatibles. *GEM 3* interface supplied.
OUTPUTS TO 9-pin or 24-pin laser printers. PostScript or Hewlett-Packard laser printers.
IMPORTS Text: ASCII, *WordStar*, *WordPerfect*.
Graphics: *GEM Paint/Draw, PC Paintbrush*.
IN USE WIMP environment. WYSIWYG.
TYPE FACILITIES Three typefaces included, 6pt to 72pt. Includes Bitstream *Fontware*, allowing extra fonts to be bought (about £120 each).
PRICE £113.85. Also available with AMS Mouse and mouse-driver software for £171.35 – DTP Solution I package. Also £350-plus DTP Solution I and II packages combining software, mouse and AMS Microscan hand-held scanner.
TGM GUIDE Despite manufacturers' hype, neither *Finesse* nor the AMS Microscan are the cheapest products of their kind. However, a decent package, which recently replaced *Fleet Street Editor version 2.0* in Dixons – a sign of quality.
Buying the bundle you save £21.85 on the mouse. (But buying DTP Solution III with software, mouse and scanner for £447.35 you save only £32.20 off the prices of the separate components – not so exciting at that level.)
PRODUCER Advanced Memory Systems, *166/170 Wilderspool Causeway, Warrington WA4 6QA* ☎ (0925) 413501.

PRODUCT **Fleet Street Editor/ New Fleet Street Editor/Fleet Street Publisher** (variations on a theme)
SYSTEM REQUIREMENTS **Atari ST, PC-compatible, Amstrad PCW, Amstrad CPC6128, BBC.**
ST details: one disk drive.
PC-compatible details: IBM PC, XT, AT, PS/2 model 30/50/60, or 100% compatible; 512K RAM; MS-DOS version 2.1 or above; two disk drives or hard drive; CGA, EGA or Hercules adapter.
PCW details: PCW8256 or PCW8512.
CPC6128 details: one disk drive.
BBC details: BBC B, Master or Master Compact.
OUTPUTS TO ST: 9-pin or 24-pin dot-matrix printer. PostScript, Atari SLM804 or Hewlett-Packard LaserJet + laser printer, laser drivers £20 each.
PC-compatible: 8-pin or 24-pin dot-matrix, PostScript or Hewlett-Packard LaserJet + or DeskJet laser.
PCW: PCW printer or any Centronics-compatible.
CPC6128: Amstrad DMP2000 or 8-pin Epson-compatible dot-matrix.
BBC: 9-pin dot-matrix.
IMPORTS Type directly into program. Or import any ASCII file (arrives stripped). PC-compatible accepts text from *WordStar, WordPerfect 3.0, 4.1* and *4.2; MultiMate*, Microsoft *Word 3.0*, Wang PC, IBM Displaywrite, *PFS*. PCW accepts *Locoscript* files.
IN USE WYSIWYG. WIMP environment under *GEM*.



AutoCAD

TYPE FACILITIES Wide variation between formats. ST provides 6 fonts 4pt to 72pt (or 216pt on 1040 machine); PC-compatible provides 13 dot-matrix fonts and 3 PostScript; PCW provides 5 fonts in four sizes 12pt-36pt; CPC provides 10 fonts in three sizes. Generally trade-off between number of styles and number of sizes. PC includes *Bitstream Fontware*.
GRAPHIC/PICTURE FACILITIES Freehand drawing or pixel editor. Disk of ready-to-use graphics supplied with package.
FORMAT FACILITIES Wide variation. CPC can only go to 3 columns, PCW can go to 9.
PRICE ST (called *Fleet Street Publisher* version 1.1) £125. PC-compatible (*New Fleet Street Editor* version 3.0) £183.99, 3.5-inch and 5.25-inch formats together. PCW (*Fleet Street Editor Plus*) £49.95. CPC (just plain *Fleet Street Editor*) £39.95. BBC versions (all *Fleet Street Editor*): B and Master £39.95, Master Compact £44.95. Some prices include 90 days' free hotline support.
TGM GUIDE Not the original, not the best, but certainly a biggie with over 25,000 copies sold (PC and BBC formats leading). *Fleet Street Whatsit* is very cheap, and surprisingly powerful – not least on the ST. Full word processing abilities make it perfect for first-time DTPer. Sometimes slow and cumbersome to use, though. Good library of graphics available at extra charge.
PRODUCER Mirrorsoft, *Athene House, 66-73 Shoe Lane, London EC4P 4AB* ☎ (01) 377-4645.

PRODUCT **Professional Page version 1.1**
SYSTEM REQUIREMENTS **Commodore Amiga** with 1Mb RAM (manufacturers recommend 3Mb) and two external drives.
OUTPUTS TO Most 9-pin, 24-pin and inkjet printers, PostScript laser printers or typesetters. Colour output available.
IMPORTS Enter directly (basic word-processing functions) or import stripped or formatted ASCII. Also imports text from *WordPerfect* (Amiga and MS-DOS versions), *Scribble!, TextCraft* and *TextCraft Plus*. Imports any graphics in IFF ILBM (Interchange File Format Interleaved Bitmap) format, ie from most Amiga packages. Structured graphics from *Aegis Draw Plus*.
IN USE WYSIWYG. WIMP or CLI environment. Five levels of magnification. Colours displayed onscreen as 8 shades of grey.
TYPE FACILITIES Supplied with 19 PostScript fonts (bitmapped fonts not usable). Bold, italic, outline, underline variations. Up to 127 fonts in a document, only 14 onscreen at a time. Up to 127pt. Leading and baseline variable by 0.001pt. Tracking variable by 0.12pt. Flow text around irregular shapes. Automatic hyphenation/exception dictionary/limit number of characters before and after hyphen.
GRAPHIC/PICTURE FACILITIES Geometric drawing. Colour facility: text and structured graphics in up to 127 colours definable using standard printer's cyan-magenta-yellow-black percentages (up to 16 displayed onscreen at once). Bitmapped graphics in up to 4,096 colours.
FORMAT FACILITIES Default and template pages. Pages up to 17x17 inches.
PRICE £250.70
TGM GUIDE A highly impressive specification conceals many traps for the budget user. Memory requirement is huge, and dot-matrix/inkjet output is not adequate for finished work. However, if you already have a powerful Amiga it may be worth investing in a second-hand PostScript printer (new prices start at around £2,000) because the software itself is a bargain. Useful feature: typesetting commands can be added at word processing stage because *Professional Page* imports formatted text files.
PRODUCER GoldDisk, Canada. UK supplier: TriComputer Software, *161-169 Uxbridge Road, Ealing, London W13 9AU* ☎ (01) 840-6136.

PRODUCT **Publishing Partner**
SYSTEM REQUIREMENTS **Atari ST** with 512K RAM.
OUTPUTS TO All dot-matrix printers. Program includes drivers for various 9-pin, 18-pin and 24-pin including Atari SMM804 and Epson LQ. 80-column and 132-column mode. PostScript laser printers or Hewlett-Packard Laserjet. Print in colour.
IMPORTS Type in or import stripped or formatted ASCII. Import graphics in *Degas, Neochrome, N-Vision* or digitised formats.
IN USE WYSIWYG. WIMP environment under *GEM*. Displays pages from 15% to 1500% of actual size.
TYPE FACILITIES Three fonts provided, more to be available at £15-£20 each. 14 variations of each font can be mixed and matched. 12pt default; can be reduced/enlarged to give range 1pt to 216pt. No automatic hyphenation.
GRAPHIC/PICTURE FACILITIES Geometric drawing. Enlarge/reduce, stretch/compress imported images. Fill patterns.
PRICE £159.85
TGM GUIDE Advertising's absurd claim of 'over 4,000 type styles' conceals very limited range. In fact an unsophisticated package. But it runs on the basic ST and provides good printer support, so recommended budget buy for ST-owners.
PRODUCER SoftLogik. Available from Silica Shop, *1-4 The Mews, Hatherley Road, Sidcup, Kent DA14 4DX* ☎ (01) 309-1111.

PRODUCT **Timeworks Desktop Publisher/Timeworks DTP Lite**
SYSTEM REQUIREMENTS **Atari ST or PC-compatible.**
PC details: 512K RAM, two external drives or hard disk. Mono in CGA mode, colour in EGA/Hercules (these modes require 640K RAM).
OUTPUTS TO 9-pin and 24-pin Epson-compatible dot-matrix printers. Laser printers: Atari SLM804, Epson GQ-3500, Hewlett-Packard Laserjet Plus, Laserjet 2 and compatibles. or any PostScript printer.
IMPORTS Type in or import. Imports stripped ASCII text files (rehyphenated on import) or from *WordWriter* (ST and PC versions), *1st Word, 1st Word Plus, WordStar*.
Line art from *GEM Draw, GEM Graph, Easy Draw*, Lotus *1-2-3*.
Bitmapped pictures from *GEM Paint, GEM Scan, Degas, Neochrome, PC Paintbrush, Publisher's Paintbrush*.
IN USE WYSIWYG. WIMP environment under *GEM 3* (provided).
TYPE FACILITIES Supplied with two fonts; others can be bought and added. Limited selection of point sizes ranging from 7pt to 36pt (or above with PostScript output).
GRAPHIC/PICTURE FACILITIES Geometrical and freehand drawing. Fill patterns. Edit pixels of imported pictures.
FORMAT FACILITIES Different left-hand/right-hand layouts.
PRICE Atari ST £99, PC-compatible £129
TGM GUIDE Limited typographical facilities but powerful at the price and particularly recommended to ST users – there are even cheaper alternatives for PC DTP software (see below!).
PRODUCER Timeworks/GST Software Products. Available from Electric Distribution, *8 Green Street, Willingham, Cambridge CB4 5JA* ☎ (0954) 61258.
ALSO **Timeworks DTP Lite**, a stripped-down version for PC-compatibles, is available for £49.95. No PostScript output. Write to producer for information.

COMPETITION RESULTS

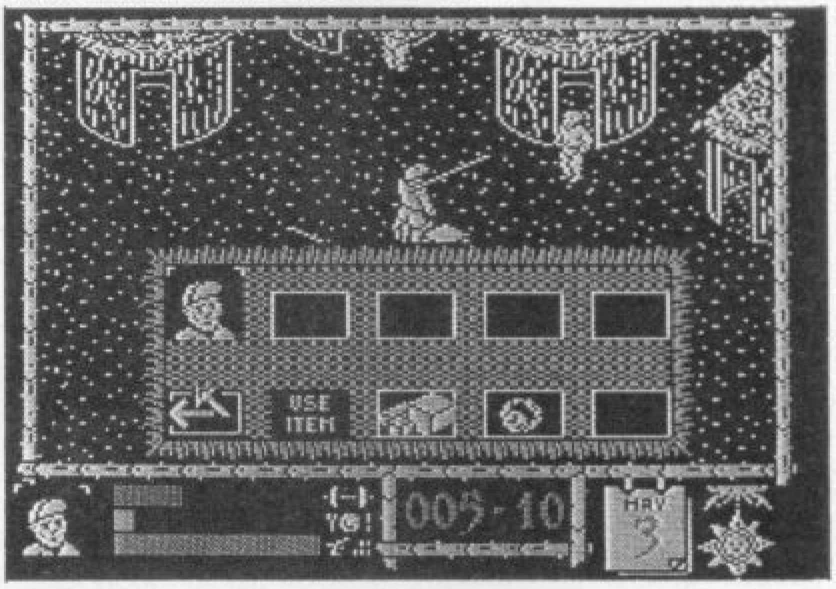
WHERE TIME STOOD STILL

Ocean offered a Swatch wall clock and Swatch watch to the outright winner while copies of the game *Where Time Stood Still* were available for runners up.

Andrew Hawksby, Merseyside L43 7UH wins the swatch clock.

The five second prize winners each receive a Swatch watch and copies of the game. They are: Glen Kidger, Tyne & Wear; Chris Chambers, Birmingham B36 OEB; Ben Goldsworthy, Kent TN10 3AU; Wayne Fretwell, Lincs PE6 8LR; Dianna Marten, Middlesex UB2 5TF.

Ten runners-up receive copies of the game: Leigh Sims, Bristol BS14 OBE; Ronnald Farrington, Wirral L43 7YN;, M Smith, Berks SL4 4XF; Emyr Bodfel Jones, Gwynedd LL26 ODT; Andrew Chui, Wirral L49 OXA; B Shimmings, East Sussex TN38 8BD; Mark Balls, Grimbsby DN32 8AE; Richard Stern, Cheshire SK8 4QS; Andrew Wallis, N. Humberside HU15 1NN; Chris Cole, Plymouth PL1 3LH.

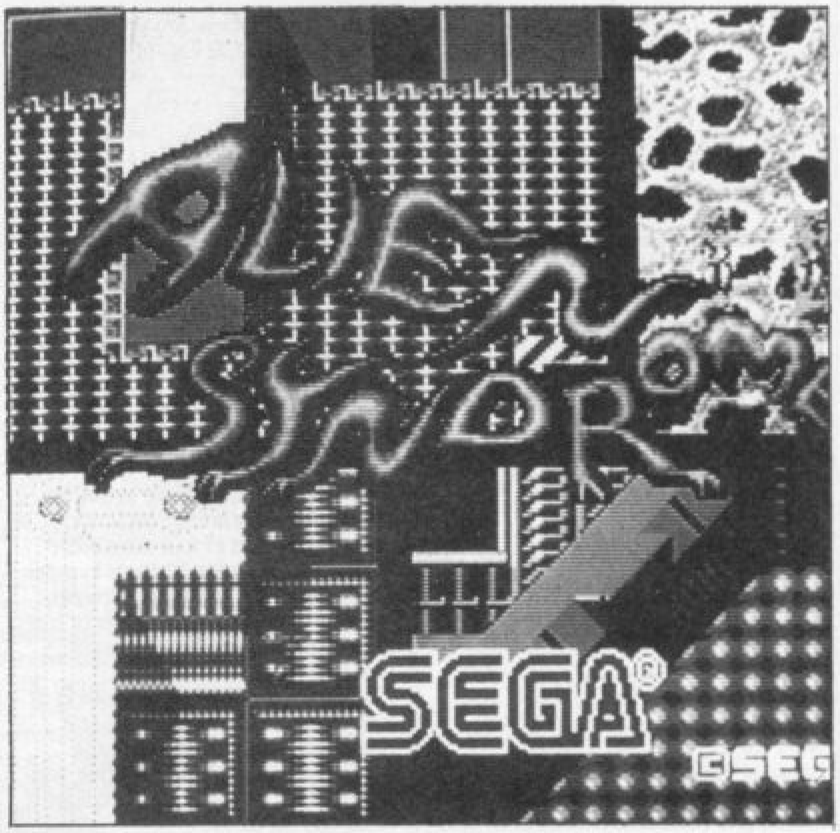


ALIEN SYNDROME

Softek International offered an embossed radio hat, together with copies of the game *Alien Syndrome* for runners up.

The winner was **Chris Carbutt**, Essex SS13 1RR.

25 runners up each get the game: H Spencer, Worcs B98 7EA; David Chainley, Cheshire WA4 2LG; Chris Williams, Bournemouth BH9 3QN; Jason Schofield, Yorkshire WF4 5AY; Matthew Drake, Kent BR4 9AY; S Temple, Merseyside L63 8QL; Neeraj Bowry, Nottingham NGS 5EN; David T Traynor, Glasgow G13 2TN; Simon Cox, Berkshire SL5 8PG; Paul Ballington, Derby DE3 79N; Vincent Prest, Durham DH6 4JB; Andy Furniss, West Sussex BN14 8AD; Lawrence Bowyer, Berkshire BG7 3NN; Denise Colledge, Warks CV10 OEJ; R Ramdhany, London 5AQ; P J Worth, West Sussex BN4 8WL; Barry Wooffitt, York YO1 4DA; Stuart Scattergood, Clwyd CH5 4BQ; David Keith McCormack, County Antrim, Northern Ireland BT36 7UA; Kevin Patton, Herts HP2 5TG; Paul Hobbs, Southampton SO1 5RP; Mark Pitt, Merthyr Tydfil CF48 4SZ; Glenn Mitchell, Middlesex TW8 9PT; R M Coveney, Telford TF2 8LJ; Damian Trendall, Hampshire RG25 3JU



The Games machine

READER CLASSIFIEDS

WANTED

Church of Amiga urgently requires superb Amiga demos etc. to show heathen ST owners the true light. All donations gratefully acknowledged. Send to: Reverend Patterson, Church of Amiga, 12 Station Road, Harbourne, Birmingham B17 9JT.

Atari 520 STFM owner would like pokes for the following games: Plutos, MouseTrap, ChopperX, Leviathan, Slapfight. Please write to me. I offer good prices. Write to: Darren Payne, 41 Long Close, The Slade, Oxford OX3 8TT.

Loadsa Money! (Well £5). That's what you'll get if you have an original version of Sunshiner, Blind Alley from years ago, for Spectrum. Write to: Mark White, 3 George St, Arbroath, Angus DD11 3BU. Please hurry!

FOR SALE

AMIGA 500, 2 months old under guarantee, joystick, discs including Pawn, Interceptor, Tanglewood, Bardstale and more. All boxed and mint condition £350.00. Tel: Roger (home) 04862 30300 (work) 0753 24483. May deliver. Bargain!

Atari 520STFM, excellent condition with all leads, mouse, box and over £450 worth of software including Carrier Command, Space Harrier, Super Hang-On. Worth over £750, will sell for £475. Tel: 0733 310449.

Money, an easy way to make £££'s in your spare time. For a free info pack write to: Howard Lock, 26 Cricketers Road, Arlesley, Bedfordshire SG15 6SP.

Amstrad 6128, colour monitor, mint condition, joysticks, magazines, blank discs, software worth £650. All originals on disk including Renegade, Rampage, Driller, Gauntlet, GAC, Barbarian, Arkanoid, Worth £1,100 new. Bargain at £425 ono. Ring Stirling (0786) 73859.

Atari ST games for sale, over 300 titles very latest software £3 each. P. Scheurwater, PO Box 6g, 2980 AD Ridderkerk, Holland.

Spectrum +3, also Multiface 3, loads of disk software, Tasword +3 Wordpro, also for sale one Cheetah 125+ joystick and data recorder with special leads. The lot for £250 ono. Phone (0494) 71295.

CBM64, 1541C disc drive, C2N cassette, Music Maker, joysticks, over £1500 worth of software, good condition, all manuals, worth £2000 sell for £300 Tel: 041 812 5240.

A500 plus 45 blank discs, joystick, mouse,books etc. Perfect condition £300. Also Atari STM and one Meg drive plus 40 discs (blank), books, £250, Philips 8833 colour monitor £200. All guaranteed. Phone 341 4092.

C64, datasette, joystick +£200 games, sell for £125. C64/128, datasette, joystick, books and manuals +£200 games, sell for £175. Tel: (0204) 696281 ask for Nick – write to 'Maelgwyn', Manchester Road, Blackrod, Bolton BL6 5LS.

Atari 520STFM, SM104 monitor, disk-box and £300 software. Worth £800 sell for £350 ono. Also CBM64, cassette recorder and joystick with £280 software worth £430 sell for £170 ono. Sell both £495. Tel: (Simon) 01 428 4383 after 6pm.

Amstrad CPC 6128 colour, tape recorder, Multiface 2, joysticks, £400+ software incl. games, adventures, utilities. Also dustcovers, 40 magazines, books, discs,'Thingi', Spectrum keyboard. All must go, upgrading, unbelievable offer £420 ono. Tel: 0365 73549 after 6pm.

PD software £1.23, disks, printer ribbons & listing paper. The first to buy 5 or more PD disks receives commercial software worth £25. Send SAE to Humberside Public Domain, 2 Old Mill Close, Market Weighton, York. YO4 3DU.

Spectrum+3, boxed in excellent condition With Multiface, joystick, over £100 of software. Worth £300 sell for £220 ono. Phone London 703 2538 after 6pm, ask for Trevor.

Spectrum+, special datacorder(+Soundboost),dustcover, Ramturbo and Kempston interfaces, ZX printer plus paper, 70+ originals. Worth £900+, sell for £250 ono. Spectrum and datacorder boxed as new. Tel: YAT (0252) 870948. Buyer collects.

CBM64, Excelerator+ disk drive, Freeze Frame MKIIIB, C2N datasette, Pro 5000 joystick, magazines, loads of games worth over £1000, quick sale £350 ono. Phone 853 4529 after 6.30pm or swap for Amiga 500 with modulator.

Sega System plus Fantasy Zone, After Burner, Outran, Super Wonder Boy, Rocky, Zillion, Ninja, Alex Kidd, Hang On, Wonder Boy, Global Defense, Sega joystick, Joypad worth £335 sell for £180. Ring Steve Peterborough 0733 268441 after 6pm.

Sega System for sale, pack includes After Burner, Out Run, Quartet, Trans Bot, Hang On, Quick Shot IV plus Konix Speedking joysticks. Phone Earl on 01 691 4852. Still boxed.

Commodore 128K, MPS801, printer, disc drive, datasette, joysticks, Supabase, Koala, Painter, books, tapes, discs. £375 the lot. Contact Dave 021 552 7560.

Amstrad CPC464 with colour monitor plus £400 worth of games, 2 joysticks, 30 magazines, worth £800, still under guarantee, will sell for £300 ono. Tel: Leeds, Yorkshire 787247.

48K Spectrum for sale with Saga 1 Emperor keyboard, sound booster, 2 joystick interfaces, joystick, over 60 games, magazines, data recorder. Will sell for £100. Phone: (0955) 5542 after 4.30pm and ask for David.

Spectrum 128K, Multiface One, printer with paper, tape recorder, sound sampler, Currah Micro Speech, joysticks, external speakers (use with Walkman), magazines, tape cleaners and £500 of games! Sell for £200 ono. Phone: 01 767 3236.

Amiga 500 with mouse, joystick, modulator and £250.00+ of games including Test Drive, Xenon, Baseball, Flight Sim II, Intercepter, Star Wars, Red October, Ferrari, Formula 1 plus more. £350 ono. Still boxed. Phone: 0703 862356 after 6pm.

Atari STFM 520, 6 months old. mouse, mat, games including Defender of the Crown, Bubble Bobble, Academy, Xenon etc., blank Disks, all boxed £225 ono. Write to Tim Green, 33 Nelson Road, Newport, I.O.W. PO30 1RE.

Commodore 64, Excellerator+ disk drive, £400 software inc. SEUCK, Salamander, Barbarian 2, etc, 2 joysticks, C2N, Freeze Machine, 30 disks, Geos, disk holder, worth £850. Quick sale £400 ono. Phone Ian on (04862) 4953.

Amiga games, Leatherneck, Black Lamp, Terrorpods, Barbarian (Psygnosis) £20 each, £80 the lot. Phone (091) 2533419 and ask for Michael between 5pm and 6pm on Tuesdays or write to 10 Ann Street, Shiremoor, Newcastle upon Tyne NE27 0QR.

For Sale for Spectrum: Interface two, cartridge, joystick £20, ZX printer, two rolls of paper £15, £150 of games £30, Lazer Genius £7, PAW £10, Mastering Mcode on Spectrum, other books £7. Phone David on Dereham (0362) 694953.

CBM 64:40+ games, 2 tape decks, Backup board, dust covers, only £120 ono. Also 1571 disk drive with disks £100 ono or sell both for £200. Tel (05438) 78205 after 6pm (ask for Mark).

Original 25 Atari ST games, mint condition £10.00 or less. Examples: Magnetic Scrolls Range, Carrier Command and Dungeon Master. Phone me: Scott on 0895 677121 for full list. UK only please.

CBM 64, C2N printer, joysticks, speech synth., over £800 of software £250. Will deliver. Chris on (091) 2581049.

Amstrad CPC 464, colour monitor, disk drive, Multiface II, joysticks, speech synthesizer with speakers, dust covers, 200+ games plus Atari 800XL with data recorder,£325 no offer, won't split. Phone Taunton 0823-252615. Buyer collects.

128K Spectrum with cassette recorder, Kempston interface, Quick Shot II Turbo joystick, plus recent software (worth over £200). Bargain at £85 ono. Ring Ian on 02915 658 after 6pm.

CBM 64, all leads, manual, boxed. New data corder, two joysticks and selection of games. Breaks the £100 barrier! just £99 ono. Also RPG material for sale, White Dwarf mags etc. Phone Trev after 6pm (01) 640 4090.

128K+2 Spectrum, Ram Turbo interface, three joysticks, Specdrum, Interface 1, Microdrive £350+ current top software, many extras all boxed as new £200. Will split. Write to Ian Harper, 20 Oakland Rd, Banbury, Oxon OX16 9DT.

Spectrum software for sale including Barbarian (Psynosis) £7, Alternative World Games £5, Marauder £5, 10 Great Games and Magnificent Seven £6 each. Send SAE for full list of cheap software to Paul Messenger, 11 Beech Lane, Cockermouth, Cumbria CA13 9HQ.

C64, tape deck, Backup board plus £300 worth of original software. A good home wanted. Sell for £110 ono. Tel: (0530) 33553. Good reason for sale. If you want a good reliable machine look no further.

Amstrad CPC 464, joysticks, colour monitor with £400 worth of software. Bargain at £200 the lot. Phone 0344 773967. Darren Bridgman, 53 Lyon Road, Crowthorne, Berkshire RG11 6RX.

PRESS ANY KEY

Amiga 500, modulator, joystick, manuals plus £300 of software including S.I./I, Winter Games, F.F.1, 1)Paint, Flight Sim 2, Powerplay, Hollywood, Poker, Analyze, Obliterator, plus many more £350. Ring 0353 661080.

Amstrad CPC 6128, joystick, colour monitor, disk drive, 63 games, desktop publishing, business packages, PAW, tape lead, mags, books. Worth £1,000, will sell for £370. Phone 0344 773967 ask for Darren.

ST software for sale. Street Fighter, Xenon, Outrun, Leatherneck £11 each. Sidewinder, Pool £5 each. UMS £14. All originals. BUY ALL £60. P&P is FREE!! Write to: 16 Bruce House, Headlam Road, London SW4 8LT.

Amstrad CPC 6128, colour monitor, disc drive, joystick, cassette unit, over £300 worth of software on tape & disc. Worth total of £700, will sell for £350. Phone (05827) 67681 after 6pm ask for Thomas.

Hi There! Lonely Sega looking for good home. Includes Fantasy, Zone 2, Alex Kidd, Out Run, Teddy Boy, new Sega joystick. All boxed, leads, very good condition only £105. Phone 01 440 3194 after 6pm for more.

CBM64, disk drive, tape deck, printer, modem, tapes, disks, books, magazines, Back-up cartridge, utilities, etc. £350. Phone Kevin (0674) 72169.

CBM64, 1541 disk drive, over £1000 worth of games, Music Maker, mags plus Sega with 6 games, still boxed VGC worth over £1,450. Selling for £460.00. Phone Steve on 0493 857878.

Atari 520 STFM, includes mouse, dust cover, manuals £100+ software, Carrier Command, Starwars, Backlash etc. P.D. Software, boxed, under guarantee, Excellent condition, worth £400+, sell for £270. Ring Bristol (0272) 647318 (evening) ask for Steve.

Offers C64 software £200, ZZAP's 4 latest, tape deck, Euromax Joystick, Simon's Basic cart. (getting desperate), Music Maker (very desperate), Shintaro Kanaoya, 18 Heath Rise, Kersfield Road, London SW15 3HF, plus comics. Hey they're marvel.

Amiga A1000 512K V1.2, 3 months old, Kickstart, Workbench, disks etc, joystick, manuals, £390.00. Genuine reason for sale. Phone John on 061 368 0630 weekdays between 10am and 11.30am only, calls outside these times not accepted.

Bargain! 48K Spectrum, about 50 games and Opus Discovery, 1 Disk Drive, about £150 of games, joystick, cassette deck. Boxed, all the leads. Excellent condition £100. Phone Michael on (021) 778 2972.

Commodore 64, 1541 disc drive, MPS803 printer, C2N datasette, over 90 games including Project Stealth Fighter, Defender of the Crown, Mini Office II utility, many magazines, manuals, joystick. Sell for £350. Tel: Wakefield (0924) 862594.

CBS Colecovision and 23 games including Roller and Super Action controllers, worth over £850 but will sell for £399. Phone 0625 585480 and ask for Sai Ming.

CBM64, data recorder, 3 joysticks, books, manuals, over 30 ZZAPs in binders, £400 of software inc. 19, Platoon, Mag 7, Elite, Gryzor, Pac Land, Skate or Die and Rastan. All boxed worth £1,000, will sell for £295. Tel: 01 427 6479.

Commodore 128 (guaranteed), tape deck, joystick, games, £200, 1541 disk drive and disks £75. MPS801 printer and paper £75. Mouse and Cheese £15, Freeze Frame £12, Expert ESM £20, 18 disks £15. Phone (0253) 853313 after 6pm.

CBM 64, 1541 disk drive, datasette, £350 software, joystick, Freeze Frame 3B, blank disks, all manuals and leads £360 ono. Tel: (0656) 733083 between 5pm and 9pm and ask for Richard.

Sinclair Spectrum+2 128K with two Microdrives, Interface 1, Multiface 128, Kempston joystick and adaptor, Sinclair joystick (all boxed) plus £400 software, books and mags. Total worth over £800. Sell for £200 ono. Phone 01 866 7621.

Spectrum 48K with Quickshot 2 joystick, programmable interface, and 100+ originals worth £1000 will sell for £150. Phone Cirencester (0285) 5692 after 6pm.

Make big money. A simple non time consuming way to make lots of easy money in your spare time. For free info send SAE to Howard Lock, 26 Cricketers Rd, Arlesey, Bedfordshire SG15 6SP.

CBM64, tape deck, joystick and £450 worth of software inc. Pacland, Impossible Mission II, Predator and many other exciting titles, will sell for £300 ono. Phone (0294) 218496 between 5 and 6pm ask for Graham.

LOOK Commodore 64, datasette, Cruiser joystick, Reset switch, Action Replay MK II, tape/tape backup board, 160 games including stacks of new releases. Comes with magazines and cassette case. Fantastic offer at only £275. Phone (0226) 204371.

Atari 520STFM, 3 months old, perfect condition, well over £500 worth of games, joystick, mouse and mat. Sell for £300. Phone Iain (0408) 21614, also CBM64 for sale £150.

Atari ST games, Buggy Boy, Virus, Backlash, Gauntlet 2, Xenon, Eagles Nest, £10 each, Leviathan, Barbarian (Palace), Ikari Warriors £8 each, GBA Basketball £6, Road Runner £4. Tel: 0283 216798 after 4.30pm weekdays, anytime weekends.

Sega games for sale, 25 games old and new including Afterburner, Outrun, Rocky, Super Wonder Boy, Alex Kidd II, Fantasy Zone II at low prices, for details phone Mark on 021 355 1150.

Sega System, as new, Outrun £CT sell for only £55. This is not a misprint, Ring John 01 391 4187.

Spectrum 128+2, joystick, magazines, inc Sinclair User, Your Sinclair, C&VG, £700 of excellent software inc. Cybernoid, Bionic Commando, Platoon, Thundercats, Tai-Pan, IK+, all original, boxed and in excellent condition for only £150 Tel: (0608) 2605.

C64C, 1541 disk drive, 2 tape decks (incl. Load It), over £800 very new original software, joystick, worth well over £1200, sell for only £300!!!! Phone Jon on 01 979 8097 Hampton, London.

SWAPLINE

Amiga user wishes to swap software with other users around the world, latest titles only, we have large selection, send list etc to Martin Walters, 1086 Beach Road, Torbay, Auckland, New Zealand.

IBM PC and Compatibles. I want to swap Moebius (Origin Systems, Microprose, worth £25) for Crazy Cars (Platoon or Bionic Commandos) or another action game around the same price. Write: Espen Pedersen, 3624 Lyngdal, Norway.

PEN PALS

Atari ST520 user would like Pen Pals from all over the world to swap hints, tips etc. Reply guaranteed. Write to Steven Wood, 413 Kings Road, Wrose, Bradford 2 1NL, West Yorkshire, England.

Amiga owner wants to contact other Amiga freaks around the world. All letters answered, write to me Phil, Pendeen, 1 Wesley Terrace, Shutta Road, East Looe, Cornwall PL13 1HT. Tel: (05036) 2514 after 7pm.

35 WORDS FOR ONLY £2.50!

THE GAMES MACHINE Reader Classifieds are your low-cost opportunity to reach thousands of other readers with a small ad, whether you want to buy, sell, swap or advise. Just fill in the form below and enclose with your £2.50 payment, cheque or postal order made payable to **NEWSFIELD LTD**. Photocopies of the form are acceptable.

CLASSIFIED HEADINGS

THE GAMES MACHINE Reader Classified Section is not open to trade or commercial advertisers, but Fanzines may use it. The headings are self-explanatory: WANTED, FOR SALE, SWAPLINE, USER GROUPS, PEN PALS, FANZINES and EVENTS DIARY (for club/user group news, meetings or planned events). However, be careful about TGM publishing dates with the last!

- The maximum is 35 words
- The service is not open to trade/commercial advertisers
- Small ads will be printed in the first available issue
- The editor reserves the right to refuse ads which do not comply with normal decent practice, or which could be interpreted as encouraging software piracy.

TGM READER CLASSIFIEDS

Send to **THE GAMES MACHINE READER CLASSIFIEDS, PO Box 10, Ludlow, Shropshire SY8 1DB**

Name ....

Address ....

....

.... Postcode ....

Tick Classified heading:

☐Wanted ☐For Sale ☐Swapline ☐Pen Pals ☐User Groups ☐Fanzines ☐Events Diary ☐Miscellaneous

Method of payment ☐Cheque ☐Postal Order

Write your advertisement here, one word per box, and include name, address and phone number if you want them printed.

Atari ST contacts wanted all around the world, guaranteed reply. If interested write to: Tom Martin, 5 Ashford Rd, Dronfield Woodhouse, Nr. Sheffield S18 5RQ. Tel: (0246) 411805 after 6.00pm.

IBM PC and Compatibles. I want pen pals all over the world, to exchange games. I've got lots of games. I like most action games. Write to: Espen Pedersen, 3624 Lyngdal, Norway.

Amiga contacts wanted worldwide – write to Pazza, 46 Smarts Green, Cheshunt, Herts. EN7 6QA – No Lamers!!!!

Atari ST user wishes to swap hints, tips etc. with other users worldwide. Tel: 0533 432127 or write to Dean Scarsbrook, 25 Sunbury Green, T.L.E., Leicester LE5 2QL NOW!

My best regards all C64 users all over the world, I have the newest stuff on disks, send list/disk to Alpha One, 100 Lancaster Gate, Flat No. 9, London W2, England.

Amiga Pen Pals wanted all over the world, all letters answered. Write to: Roy Lew, Unit 3/31 Argyle Ave, Chelsea 3196 Victoria Australia.

California Amiga looking for world wild Pen Pals to swap hints, etc. Interests in graphics, games, video, new ideas and cool programs, any ages write to Mike Wood, PO Box 998, Livermore. California 94551 0498, U.S.A.

Amiga contacts wanted anywhere in the world to swap software and ideas, for more information phone: 01 597 4488 or write to Vincent Nolan, 4 Radley Avenue, Ilford, Essex, England.

Atari ST user wants contact from all over the world, guaranteed reply, also 1/2 meg drive for sale. Contact John, 119 Old Lane, Little Hulton, Worsley, Manchester M28 6RZ. Tel: 061 790 6069.

Wanted Amiga users to swap games, tips etc. Write to: S.G.G. at 7 Cherry Tree Lane, Hayleygreen, Halesowen, West Midlands B63 1DU. Do it now this second quick! Please send listing or disk.

USER GROUPS

MSX Gazette (monthly) £2 for approx 24 pages. Reviews, tutorials etc., all for the MSX. 47 Reedswood Road, Hastings, E. Sussex TN38 8DW. Issue 1&2 £1, issues 3 onwards £2 including slide binder. Great value mag.

YO! Anyone interested in starting an Amiga User Group in Newcastle upon Tyne area. If so write to Mark, 1A Berkley Tce, Newburn, Newcastle upon Tyne NE15 8HS or ring 091 2677431 ask for Mark after 4pm.

MSX Gazette £1 first issue and £2 after that. Laser printed magazine, 24 pages approx. per month. Tutorials for basic, music and graphics also printed. Join now: – 47 Reedswood Road, Hastings, E.Sussex TN38 8DW. Tel: (0424) 714116.

Amiga owner wants to contact other Amiga freaks from all around the world. I promise to answer all letters. Write to me: Ian, 57 Northside Terrace, Bradford BD7 2QU, England or Tel: (0274) 579150.

The Spectrum Programmers User Group, cassette magazine, loads of programs in machine code and Basic with advice, buy it! Send £1 to Kieran Wood, Spectrum Programmer, 30 Church St, Elsecar, Barnsley, S. Yorks. S74 8HZ.

Wanted written contact with user groups for Atari ST and 8-Bit. Write to Chicago Land Atari Users Group, Librarian John Finch, 2338 N.Lockwood, Chicago, Illinois, 60639 U.S.A. CLAUG is 300+ members strong.

FANZINES

MSX Operating Games sell our own software for the MSX. Items such as utilities and arcade-style games are available. Any good programs you have designed & programmed we buy. 47 Reedswood Road, Hastings, E. Sussex. TN38 8DW.

Ninetendo User – New Nintendo fanzine with British, American and Japanese news and reviews. Send cheque/PO for 60p to Sean Mc Partlin, 9 Leaside Avenue, London N10 3BT. Issue 1 out now, get it, OK.

PBM Scroll Seven is out!! 48 pages packed with reviews, news, tips, offers, competition, letters. readers chart. Send just £1.00 to John Woods, 91 Wandle Road, Morden, Surrey SM4 6AD. Refund if you're not delighted.

New Big Bang Amiga Magazine (disk), many features. Send PO's/Cheques for £2.50 payable to 'Big Bang Amiga Magazine'+SAE for 1st issue and more details. Big Bang Amiga Magazine, 3 Surrenden Road, Brighton, E. Sussex BN1 6PA Hurry!

Amiga and ST Owners! This is the fanzine for you! Computer LYNX costs 50p plus 20p P&P from 187 Perrysfield Road, Cheshunt, Herts. EN8 0TL. Thanks for your support on our stand at the PC Show.

Contributions required! If you would like to write for Computer LYNX fanzine, please contact Jonathan Morris, 187 Perrysfield Road, Cheshunt, Herts. EN8 0TL. I want enthusiastic people only, thankyou! Amiga, ST, 64 and Spectrum.

MISCELLANEOUS

19 year old looking for role playing group in Dover interested in Warhammer, Stormbringer and Paranoia but will play any fantasy or Sci-Fi. Call Norman on Dover 203881.

Five Free Games (PBM). Join this PBM and pay for one but play six games, Olympics, Speedway, Cricket, Pot Black, Soccer and Grand Prix. Send SAE to Dracs Games, 21 Chipperfield Drive, Kingswood, Bristol BS15 4DP.

£££££ you receive £5 for each packet you send out. If you send 1,000 packets you could strike it rich! For free info send large SAE to Stewart Waters, 6 Worthington Way, Colchester, Essex CO3 4JZ.

A new race of players needed for Generation Floyd in KJC's, Sci-Fi, Strategic, Space Game Capitol. Write to: G. Jarvis, 21 Waterbank Road, Catford, London SE6 3DJ. Is there anybody out there?

UNCLE MEL'S TRIVIA QUIZ

1) *We Are The Champions* is an Ocean title. Name the rock band who had a hit with it in 1977, and any one of *The Champions* in the 1960 telefantasy series.

2) What size and shape is the BSB satellite, and when do transmissions begin?

3) Unscramble the software houses from these silly names, 'SAM SODCRETE', 'ALI GOTH', 'ROSIE C.ROMP'.

4) How many programs are on Microsoft's *Programmer's Library* disc? **a)** 12 for $39, **b)** 1200 for $395, **c)** 120 for $3950.

5) Give or take a century, when where the following words spoken, 'One machine can do the work of 50 ordinary men. No machine can do the work of one extraordinary man'?

6) How do you slip a free advert into TGM?

7) What colour are the new 120mm CD Video discs?

8) Who provided the music for Infogrammes' *Captain Blood* and who is he married to?

9) In *The Hitchhiker's Guide To The Galaxy* what was the real function of the Earth, and who was in charge?

10) What's the width of standard audio cassette tape?

11) What RPG did Tim Child devise for Anglia TV, and who first used the same special effects techniques?

12) When and where was the first computer museum opened?

13) How can we be sure that Capcom's hero *Black Tiger* has spiked balls?

14) What was Amstrad's turnover for the financial year 1987/8? **a)** £1992 and a razor blade, **b)** £69 million and a cordless depilator, **c)** £625 million and he's still got that scruffy beard?

15) Did *The Race Against Time* admin organisation *Sport Aid Ltd.* hit the predicted million mark?

16) In what years were the following films set? *The Ultimate Warrior, Bladerunner, One Million Years BC.*

17) Spot the odd one out: John Lennon, Jon Rose, Pope John-Paul 2, Elton John, Sooty.

18) Who are Beverely, Dawn, Suzanne, Bianca, Rachel and Sooty?

19) *Pandora* is the computer in Firebird's game. In the Greek myth, what was the only thing left in Pandora's box?

20) Why are freelance programmers like growing mushrooms?

ANSWERS

1) Queen, Stuart Damon, Alexandra Bastedo or William Gaunt
2) 10 inches square, September 1989
3) CODEMASTERS, GOLIATH, MICROPROSE
4) 1200 for $395 (they're on one CD-ROM)
5) Confucius, 551-479 BC
6) NAMESAKES by Mel Croucher and Jon Pertwee, only £2.99 from Sphere Paperbacks and all good booksellers. Out now!
7) Gold
8) Jean Michel Jarre, married to Charlotte Rampling (or Mrs Blood, depending on how you read the question)
9) A computer run by mice
10) 4mm
11) *Knightmare*. George Melies way back in 1898
12) 1983, Boston USA
13) He doesn't wear pants
14) c) £625 million
15) Sure did, so far they're £2 million in debt
16) AD 2012, AD 2019, BC um . . .
17) Jon Rose. He is the only one NOT controlled by Harry Corbet Junior's hand up his bum
18) Full-frontal players of Anco's *Strip Poker* (Sooty couldn't come)
19) Hope
20) They are kept in the dark and fed a load of crap

The Games machine

TGM ■ THE FUTURE IN YOUR HANDS

The shape of things to come

Time never stands still – except in Ocean games – and at TGM we're racing to bring you the latest news and reviews of software, hardware and all forms of electronic entertainment. Looking back over 13 issues, the TGM policy of bringing you the best game reviews together with the most exclusive stories has, in my opinion, never been bettered.

TGM was the first to tell you about the PC Engine, the Sinclair Professional PC, the Konix console. TGM was the first to bring you the hottest news about laser guns, video camcorders, satellite TV, bulletin boards, computer crime, piracy, exploitation, even computers and the supernatural! But if you think you've seen it all, just watch this space, because . . .

You ain't seen nuthin' yet

You've probably noticed some changes in the last months as we get to know what you want. Things like more playing tips, an expanded news section that doesn't just reprint what everyone else has published, more down-to-earth information on what's really what in hardware with the Back Bytes section, and of course exclusive coverage of all the new games coming from Europe and the USA.

(And did you know it could be next stop India? That nation is shaping up to become one of the world's largest software producers, and it's only a matter of time before they get heavily into games. We're looking into it already.)

So, next month, TGM unveils some exciting new sections to give you the *complete* guide to computer entertainment, all under one cover.

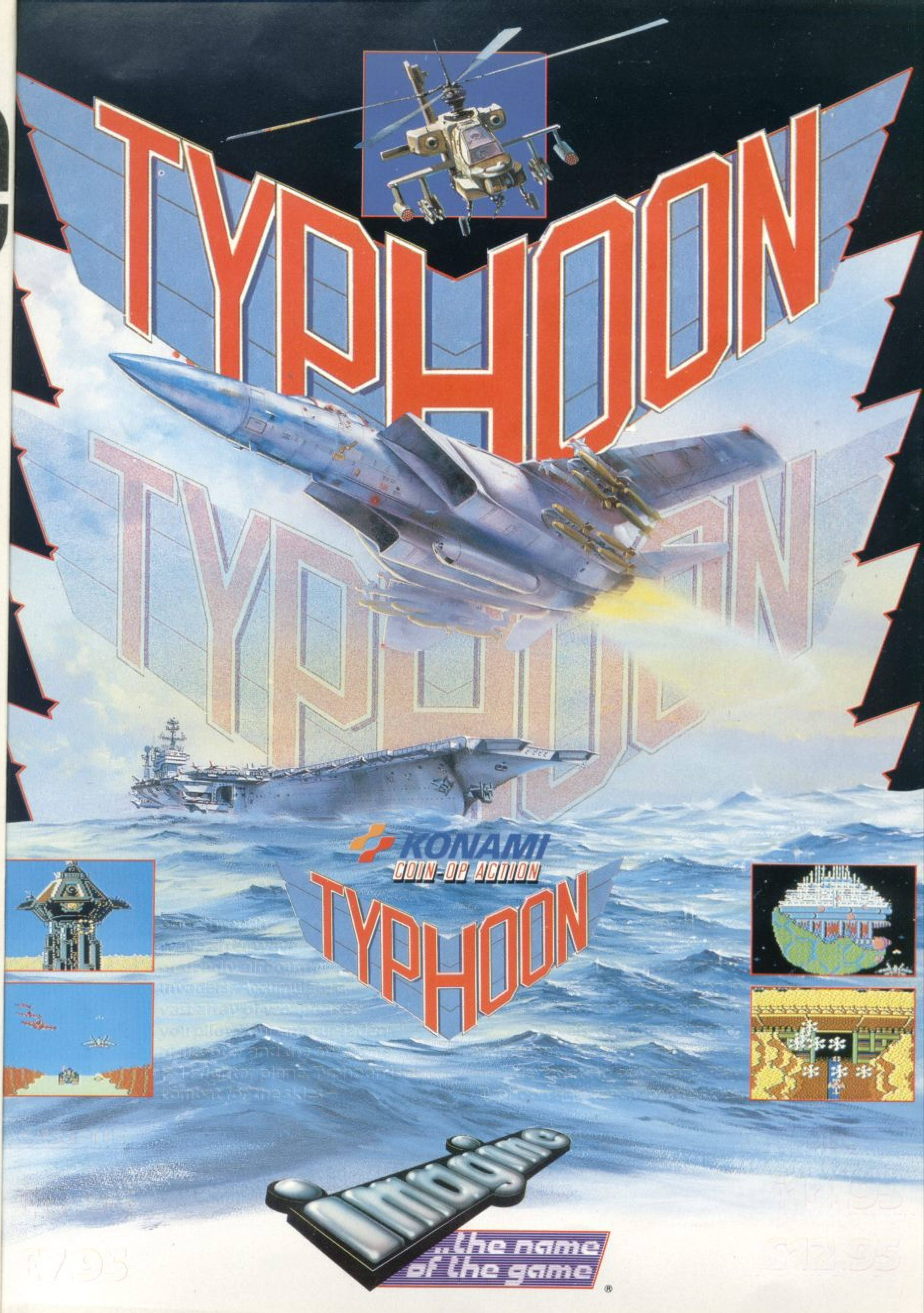
There's a taste of things to come in the What's New box, and you can see the new-look logo on this page too. Reserve your copy of TGM**014** for December 15 , and let us know what you think.

Jon Rose
Editor

What's new

- **Charts** – not just a boring Top 50, but facts and figures on everything that matters to today's gamer.
- **Awards** for the very best games – and the ones we wish they hadn't made us play.
- **Thoroughly tested tips** on every major release.
- **No nonsense** and no hype in Back Bytes – just a complete hardware and software guide to help you save money.
- **More exclusive reports** on the big games and names of 1989.
- **Plus** all the essential regulars.

ADVERTISERS' INDEX


TYPHOON
KONAMI
COIN-OP ACTION
TYPHOON
imagine
...the name of the game



A TORRENT OF DESTRUCTION RISES FROM THE DEPTHS!
You never know what's lurking beneath the surface, laying in wait, ready to attack ...
Any second now the underwater onslaught will begin taking you completely unawares.
You'll need split second timing as you drop your depth charges – your only weapons – as you fight back destroying the enemy submarines armed with heat seeking torpedoes, floating mines and cruise missiles.
LICENSED BY CREAM CORPORATION
THE DEEP™
CBM 64/128 £9.99 cassette £14.99 disk
Spectrum £8.99 cassette £12.99 disk
Amstrad £9.99 cassette £14.99 disk
Amiga £24.99 disk
Atari ST & IBM PC £19.99 disk
UNDER THE TRANQUIL SURFACE OF A SUN BLEACHED SEA
A SUBTERRANEAN MENACE MASSES ITS FORCES!
U.S. Gold, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388
U.S. GOLD